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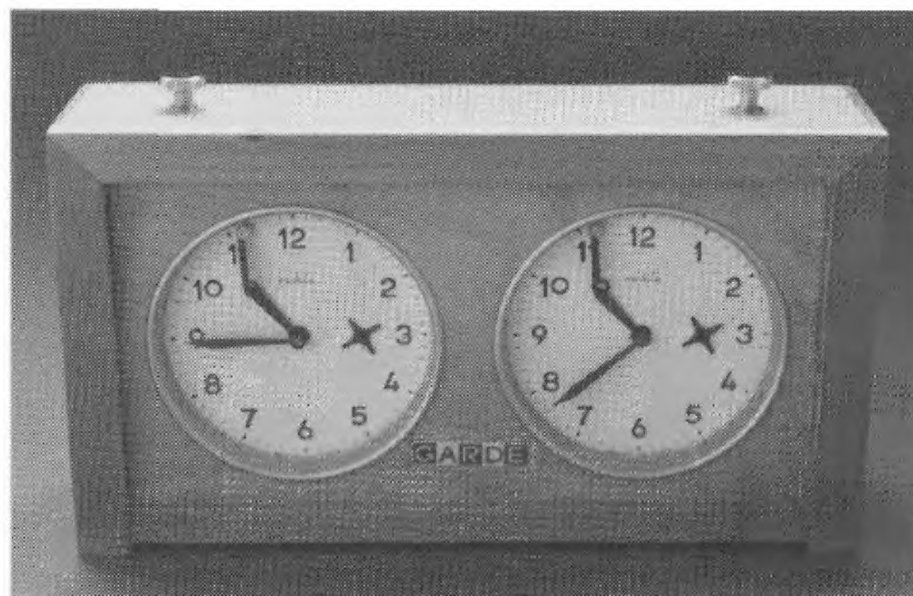
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CONTENTS

Go World News	2
The Fabulous Master of Go: Go Seigen (ii)	6
Playing Go in the People's Republic of China	17
Shuko's China Tour: Yoda v. Ma	19
9th Tengen Title (Awaji v. Kataoka), Game Two	21
Game Three	24
Game four	26
8th Kisei Tournament	31
Stage One, 9-dan Final (Rin v. Ohira)	31
Stage Two Final (Awaji v. Kiyonari)	33
Stage Three: Fujisawa Shuko v. Nakamura	35
Fujisawa Shuko v. Sonoda	36
Final (Rin v. Sonoda), Game One	38
Game Two	40
8th Kisei Title Match (Rin v. Cho)	42
Game One	43
Game Two	46
Game Three	49
Game Four	52
Game Five	57
Game Six	60
Three Trick Moves	63

The cover: Two children playing with go stones: a design on a child's *chan-chan-ko*, a padded sleeveless kimono jacket (*haori*) made of silk. *From the Narita Collection.*

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Go World News

Otake Leads Cho in Meijin Title

It is beginning to look as if 1984 might be Otake's year. In the 9th Meijin title match he has made his best start yet against Cho, in what is their fourth clash in the last five years in this title, and has won the first two games. This is the first time ever that Otake has led Cho in the Meijin title. He lost each of the previous three encounters 1-4 and didn't succeed in picking up a win until the third (1980 and 1983) or fourth (1982) game. With the momentum of a start like this, Otake must be given an excellent chance of winning back the Meijin title.

The most surprising thing, actually, is that Otake got to be the challenger at all. In our report on the Meijin league in GW34, we said that Otake was 'out of the running', which seemed a reasonable assumption considering that he lost his first three games. However, this year's Meijin league turned out to be one of the most unpredictable ever. After his bad start, Otake won all his remaining games, while the front-runner, Kobayashi Koichi, dropped points against the lower-ranked players in the league. When he lost his final-round game against Kobayashi Satoru, the league ended in a four-way tie, with Kobayashi, Otake, Takagi and Ishida Akira all on 5-3. Unfortunately for the latter two, the rules of the league call for a playoff between the two top-ranked players in the case of a tie, which meant Otake and Kobayashi. The playoff was held on 23 August and was won by Otake.

9th Meijin League

Rank	Name	O	R	K	K.K.	S	I	H	T	K.S.	Score	Place
1	Otake	—	1	1	0	1	0	1	1	0	5-3	1
2	Rin	0	—	1	0	1	0	1	0	1	4-4	5
3	Kato	0	0	—	0	1	0	1	1	1	4-4	6
4	Kobayashi K.	1	1	1	—	1	0	1	0	0	5-3	2
5	Sakata	0	0	0	0	—	1	0	0	1	2-6	—
6	Ishida A.	1	1	1	1	0	—	0	0	1	5-3	3
7	Hashimoto S.	0	0	0	0	1	1	—	0	1	3-5	—
7	Takagi	0	1	0	1	1	1	1	—	0	5-3	4
7	Kobayashi S.	1	0	0	1	0	0	0	1	—	3-5	—

Note: the players are ranked according to their results in the previous league.

Results to date:

Game 1 (12, 13 Sept.). Otake (B) won by 2½ points.

Game 2 (26, 27 Sept.). Otake (W) won by resig.

Otake Defends Gosei Title

Otake got into the right mood for the Meijin title by handily defeating Kato Masao 3-1 in the 9th Gosei title. He did it in perfect professional style too, with half-point wins in the third and fourth games. This is the 5th Gosei in a row for Otake and his sixth win out of the nine terms of the title's existence.

Results:

Game 1 (5 July). Otake (B) won by resig.

Game 2 (19 July). Kato (B) won by resig.

Game 3 (31 July). Otake (B) won by ½ point.

Game 4 (15 August). Otake (W) won by ½ point.

40th Honinbo League

The new places in the league were won by Kobayashi Koichi, Kataoka Satoshi, Kada Katsuji and Shiraishi Yutaka. Of these, Kataoka, holder of the Tengen title, is making his first appearance in a league. The players retaining their places from the 39th league are Awaji, Takemiya, Iwata and Yamashiro.

More remarkable than who's in the league is who's not. Eliminated in the final preliminary rounds were former Honinbos Cho Chikun, Kato, Ishida Yoshio and Sakata, not to mention former Meijin Otake, who suffers from an extraordinary



Yamashiro – defeated Cho to become Oza challenger

jinx as far as the Honinbo title is concerned. Throughout his long career he has only managed to get into the Honinbo league a couple of times.

Yamashiro Challenges Kato for Oza

Yamashiro Hiroshi 8-dan, a leading member of the post-Cho group (at 26, he is actually only two years younger) is making his first challenge for an open title. In the playoff to decide the challenger to Kato for the 32nd Oza title, he defeated Cho Chikun by 6½ points (30 August); this followed victories against Iwata in the semifinal and Rin Kaiho in an earlier round. Yamashiro is one of the leading players of the Central Japan (Nagoya) branch of the Nihon Ki-in, but his only substantial achievement to date has been twice getting into the Meijin league.

In the first game of the title match, played on 21 Sept. Yamashiro found Kato a tougher nut to crack. Taking black, he was badly outplayed and lost by 7½ points.

Kobayashi Satoru Wins Second Stage of 9th Kisei

Kobayashi Satoru has become the first 7-dan to win the Second Stage of the Kisei tournament. In the final, played on 30 August, he defeated his older fellow Kitani disciple Takemiya Masaki 9-dan. The general opinion is that Kobayashi's experience in the Meijin league has helped him develop as a player.

Full results:

Hirano 1-dan beat Tei 2-dan, but lost to Muramatsu 3-dan, who lost to Ishikura 4-dan, who



Kobayashi Satoru wins Kisei Stage Two.

beat Cho 5-dan, but then lost to Aragaki 6-dan. Aragaki then beat Tanimiya 7-dan to gain a quarter-final place.

Quarter-finals. Sonoda beat Abe, Kobayashi Satoru b. Honda, Shiraishi b. Kawamoto, Takemiya b. Aragaki.

Semifinals. Kobayashi b. Sonoda, Takemiya b. Shiraishi.

Final. Kobayashi b. Takemiya.

Honda Sachiko Regains Women's Honinbo

Honda Sachiko 6-dan has won back the title that she lost to her younger sister, Kusunoki Teruko 7-dan, last year. Honda won the first (Sept. 12) and second games (Sept. 26) to take the 3rd Women's Honinbo 2–0.

Imamura Wins Shinjin-O

Imamura Toshiya 6-dan of the Kansai Ki-in has wasted no time taking his second title, following on his success in the 15th New Stars TV tournament. In the final of the 9th Shinjin-O (king of the new stars) title, he defeated Hashimoto Yujiro 5-dan of the Nihon Ki-in 2–1 (the final game was played on September 6). Imamura (age 18) is the leading rival of Yoda Norimoto 5-dan (also aged 18) of the Nihon Ki-in.

Autumn Promotions

The following players have won promotions in the autumn rating tournament at the Nihon Ki-in:

To 9-dan: Haruyama Isamu

To 8-dan: Kanashima Tadashi

1984 European Go Congress

The 28th European Go Congress was held at Porrentruy Jura in Switzerland from 21 July to 4 August. The Main Tournament, which since last year has been an open tournament, was won by Hong Tay You 6-dan of Korea with a perfect record of nine wins. Second was Yoo Jong Su 6-dan of Korea/Germany with 8 wins. A four-way tie for third was resolved by playing fast games to give the following placings:

3rd: Matthew Macfadyen 6-dan (U.K.)

4th: Pierre Colmez 4-dan (France)

5th: Rittner 4-dan (W. Germany)

6th: Robert Rehm 5-dan (Holland).

The four players above had scored 6 wins each.

In the Weekend Tournament, a five-round MacMahon, first place in Group 1 was taken by Yoo (5/5), with Aaij 3-dan (4/5) of Holland second and Zandveld 4-dan (4/5) of Holland third.

1st World Youth Wei-ch'i Championship

This championship, open to players under 16, was held in Taipei, Taiwan, between July 13 and 18, 1984, at the Ing Chang-Ki Wei-ch'i Educational Institute. Just opened and one of the most spacious, luxurious facilities for go in the world, the Institute was founded by Ing Chang-Ki, a prosperous Taipei industrialist and go enthusiast. It is located at 35 South Kuang-fu Rd., in a new building in which it occupies a large part of the entire fourth floor. There are more than 100 separate, rosewood tables for the young players.

Both Mr. Ing and the chairman of the tournament, Mr. Shen, are ardent supporters of wei-ch'i education. Enthusiasm is the only qualification for entrance to the Institute; there is no rank limitation.

In the tournament Korea made the strongest showing, with Kim Young-hwan placing first, Lee Chang-ho, who is only nine and nearly as wide as he is tall, placing third and Ryu Si-hoon fourth. The boys were ranked as 3-dans but just take black against their professional 6-dan teacher, Hong Jong-hyun.

The Republic of China (Taiwan) made the next best showing, with Yang Chia-jung taking second, Chen Hsien-hsu fifth and Cheng Ming-tang seventh. Kan Ying from Hong Kong came in sixth and Nagano Takashi from Japan took eighth place. Hazel-eyed Janice Kim from the U.S. saved ninth place for the Occident. She is only 14 and already



*Hong 6-dan of Korea – 1984
European Open Go Champion*

a very strong 5-dan, so don't be surprised if we see a pretty young lady the American champion in the near future. There was still strong competition for Jorge Sasaki from Brazil for tenth place. He says he doesn't get much practice because nobody plays down there.

Somebody is doing something right in Utrecht. Both Wim deSchryver and Buit Bernd-Jan, who placed 12th and 13th respectively, hail from that city. They're 15 and 14 and very respectable 4-dans. Leigh Rutland 10-kyu from England and Ed Hofer 12-kyu came in 17th and 18th.

The children all seemed to have a very good time. The hospitality was warm and generous, and the competition was carried off quite successfully. The sponsor and organizers deserve our warmest congratulations.

Report by Donald Potter

1984 Australian Go Championships

This year the championships were held on Queensland's Gold Coast, with 24 players competing, including the first ever entrant from West Australia. The winner of the Open Tournament was, to nobody's surprise, the perennial Australian champion Dae Hahn 6-dan, who won all five of his games. Equal second were G. Kim 4-dan and Greg Parker 1-dan, both on three wins. Equal fourth were John Chen 3-dan and Neville Smythe 2-dan, also on three wins. Parker, Chen and Smythe will meet in a playoff to decide the Australian representative in the WAGC.

Winner of the Main Tournament for kyu players (a handicap tournament) was M. Brough 4-kyu

Late News: Wins for Otake and Kato

Otake's superb form against Cho is continuing: he won the third game in the Meijin title, played on 3, 4 October, by forcing Cho to resign after 107 moves. Otake looks unstoppable now.

Kato has taken a strangle hold on the Oza title by defeating Yamashiro in the second game, played on 4 October.

* * * * *

A Note from the Editor

In this issue, our readers may notice a bias towards game commentaries, especially in the extended coverage of the Kisei title. We are not sure whether such a bias will please or dismay our readers, since we get very little feedback from you. Virtually the only time we hear any opinions expressed about the magazine is when we meet Western players visiting Japan. Their views may not be representative, since they tend to be the strongest Western players, here for world championships or traveling on prize tickets won at major tournaments, but we do get the impression from them that there is nothing radically wrong with the magazine.

As a magazine produced in Japan and distributed world-wide (at least 35 countries), we see our main role as covering the Japanese tournament scene and international go activities carried on in

the Orient. We also attempt to provide as much instructional material as possible and to publish articles on the historical and cultural background of go. The main limitation on us is that we do not have the resources to commission original articles. Especially where commentaries on professional games are concerned, we must rely on translations from the Japanese magazines.

In our next and subsequent issues, we will be presenting more instructional material, mainly material aimed at kyu-level players, while also maintaining our extensive coverage of the professional tournament scene.

The above is by way of prologue to inviting our readers to write to us and tell us which articles in the magazine you enjoy the most and what kind of articles you would like to see introduced in the future. We welcome both praise and criticism — the main thing is that we would like to hear from you.

Please address letters to the Ishi Press, Att'n: The Editor, 'Go World'.

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The Fabulous Master of Go

Go Seigen (ii)
by John Fairbairn

This is the concluding part of our biography of the go giant, Go Seigen, who retired earlier this year. The first part took the story as far as Go Seigen's promotion to 7-dan in 1939.

The second stage of Go Seigen's career is the story of the series of jubangos or ten-game series that he played with his leading rivals. The greatest of these was perhaps the first, which was with his lifetime rival and friend, Kitani Minoru.

In 1939, before Go had secured 7-dan, the *Mainichi* newspaper arranged a three-game match between Go and Kitani. The first game was won by Kitani (white) by 3 points and Kitani also won the second, with black, by resignation. The third game was never played.

With Shusai definitely retired (Kitani had just beaten him in his last retirement game), the time was ripe for a match to decide who his successor should be. Go was at Kitani's house when a reporter came from the *Yomiuri* newspaper to propose a ten-game match between them. The offer was taken up with alacrity. Following the new fashion, games were to have time limits (13 hours each, spread over three days) and sealed moves were to be made by whoever was to play when the time limit for the day had passed. Change of handicap was to be made whenever there was a four-game margin, but the match was to start level.

The match began in September 1941 and finished in June 1942. The results were:

1. Go (B) by 2 points.
2. Go (W) by resig.
3. Kitani (W) by 5 points.
4. Go (W) by 1 point.
5. Go (B) by resig.
6. Go (W) by resig.
7. Kitani (W) by resig.
8. Go (B) by resig.
9. Kitani (B) by resig.
10. Kitani (W) by resig.

Kitani was ill during the match, fainting at the board in Game 4, but it was still a surprise when he was beaten down after Game 6 and had to play thereafter with black two games out of three. This match signalled the start of a long period of Go's superiority in match play.

Although Go appeared to have one foot on the highest rung of the go ladder, he was not quite

there. And an unlucky set of circumstances not only foiled his first bid to get there but foiled him for ever after. The first Honinbo tournament (for the title bequeathed by the last of the hereditary Honinbos, Shusai) was being held concurrently with the Kitani-Go ten-game match, between 1939 and 1941. This tournament was conducted by a complicated system, with four successive knockout mini-tournaments. Go won two of these and finished with the best record — a score of 6 wins to 2 losses, but he came in third because of the strange points system being used. According to this system, a win in one of the mini-tournaments was worth 6 points, 2nd place 5 points, 3rd place 4 points, 4th place 3 points, while players eliminated in the first round only got 1 point. In the two tournaments he did not win, Go lost his first games, so he only scored 14 points, whereas Sekiyama Riichi, with a 6–3 record, scored 16 points and Kato Shin, with 5 wins to 4 losses but no first round losses, also topped Go with 15 points. Sekiyama and Kato then met in a six-game playoff; this was a 3-all tie (black won all games), but Sekiyama was awarded the title on the basis of his higher points score. (The final game of this series is given in GW3, page 61.) Though this unusual system was not meant to be biased against Go, that, unfortunately, was the way it turned out.

In June 1941, the formation of a new go organization, the *Keinsha*, was announced. It was founded by Karigane Jun'ichi, then 62, to replace the *Kiseisha*. To explain the significance of this properly would take us too far astray, but, briefly, after the end of government patronage go players split, in the Meiji period (1868 – 1912), into two groups: the Honinbos and Hoensha. At times they were friends, at other times not, but it was during one of their honeymoon periods that the formation of the *Nihon Ki-in* was begun. The actual consummation was marred by squabbles and a small group, including Karigane, broke away and formed the *Kiseisha*, which could be seen as Hoensha reincarnate, whilst the *Ki-in* was born mainly of



Go Seigen playing Fujisawa Hosai (date not known)

the Honinbos. The Kiseisha were crushed in a famous match with the Nihon Ki-in in 1926 but were kept alive by Karigane, who was awarded 8-dan by them in 1933. To mark the formation of the Keiinsha, he challenged Go to a match.

The Nihon Ki-in did not recognize Karigane's grading officially, but they knew he was 8-dan, and the early negotiations for the match with Go consisted mainly in convincing the old man that as Go had beaten down Kitani, a 7-dan, he was entitled to play as 8-dan, that is, on level terms. This was accepted, but there were further arguments about time limits. In the end, these were set at 14 hours each over three days, a compromise because Karigane wanted more and Go wanted less.

The match started in August 1941 in Kamakura. The games went:

1. Go (W) by resig.
2. Go (B) by 6 points.
3. Karigane (B) by 4 points.
4. Go (B) by 3 points.
5. Go (W) by resig.

The match was called off after Game 5 to avoid the ignominy of Karigane's being beaten down.

In 1942, with Japan embroiled in war, Go

married a Japanese, thus strengthening his ties with his adoptive country. In the same year, having achieved the requisite number of points, he was promoted to 8-dan along with Kitani.

The Honinbo tournament of the previous year had signalled the advent of komi, and in the same way that the mimic go and New Fuseki of the previous decade had sparked off intense discussion ranging from go style to the future of go, now there was debate as to whether Black should ever lose if he gives no komi. To illuminate this problem, a ten-game match was arranged in 1943 between Go and Fujisawa Hosai 6-dan. Fujisawa was to have black in every game. Go had a lead of 4-3 after the first seven games, then Fujisawa was promoted to 7-dan and there was argument as to whether the handicapping should be adjusted to black in two games out of three (abbreviated henceforth to B-B-W, that normally being the order in which the weaker player has to play). In the end it was left as black throughout (B-B-B: the handicaps always go in cycles of three games) and Fujisawa went on to win the last three games in a row and take the match 6-4.

The postwar devastation left go in a miserable

state and in 1946 Go withdrew from go and took the precaution of resuming his Chinese citizenship. But in that year, the ten-game matches began again, under the auspices of the Yomiuri newspaper, and between then and 1955 Go was almost continuously involved in one match or another. The relative paucity of tournament sponsorship of course gave these matches more interest than they might have nowadays.

The first postwar match was against Hashimoto Utao, whom he beat 6–4, beating him down to B-B-W after Game 8.

In 1948 he took on Sakata Eio for the first time and beat him 3–0 in a three-game match. In the same year he trounced Iwamoto Kaoru 7–2–1, beating him down in Game 6.

In 1950, Hashimoto, having just won the Honinbo title, tried his luck again. Go was excluded from the Honinbo tournament, partly because he was not affiliated to the Nihon Ki-in (he was a free agent) and partly because it would not have pleased some people for a Chinese to win what was seen as a Japanese hereditary title. But in any case in its early years the Honinbo was really only a qualifying tournament to find a challenger, starting with Iwamoto the previous year, for Go in a ten-game match. In view of his previous result in the match with Go, Hashimoto was obliged to start at B-B-W, but Go won again, 5–3–2. Such results could not be ignored and in 1950, eight months after Fujisawa Hosai had become the first player to reach 9-dan under the new points system in the rating tournament, the Nihon Ki-in promoted Go to 9-dan too. That set the stage for a classic encounter: the first ever battle between two 9-dans. This began in October 1951. There were actually to be two matches: one over four games sponsored by the Mainichi, with 4½ points komi, and one over ten games under the traditional rules, sponsored by the Yomiuri.

The Mainichi match was a walkover, 4–0 to Go, although it did have its moments. In the first game, Go was obliged to seal move 3 so that the audience at the Marunouchi Kogyo Club, a very untraditional setting, could guess what it was. Eighteen people guessed right, but when this match finished in February 1952 nobody had a clue what Fujisawa could do to stop the rot in the ten-game match to follow.

At first Fujisawa found some consolation in not giving komi and in longer time limits — ten hours each was becoming the standard but at his



Honinbo Kunwa (Iwamoto Kaoru) playing Go Seigen

insistence they were upped to 13 hours each for this match. He won his first game with black, lost the second with white, and secured a tie in the third with black. He even won the fourth game with white, to go ahead by one game. But the final score was 7–2–1 to Go, with Fujisawa being beaten down in Game 9.

Almost at once, in 1953, a new match between these two was under way, again over ten games. The special interest in pitting these two players against each other so soon was partly due to the fact that Fujisawa was the only player to have beaten Go in a match; but hogging Go like this was not to everyone's liking and Fujisawa had to resign from the Nihon Ki-in to play the match. He was not able to return until 1959.

Fujisawa started with B-B-W, having been beaten down in the previous match, but Go skated to a 5–1 lead, losing only Game 2 and beating Fujisawa down to B-B-B. The match was halted there.

In April 1952, Go went to Taiwan with Honda 1-dan and received the title of Ta Kuo Shou, the Chinese equivalent of Meijin. It was then that he met another Chinese boy genius, Lin Hai-feng, known to us best as Rin Kaiho. He invited the youngster to Japan on another trip in August, and the invitation, which included becoming Go's pupil, was accepted. In October that year, a diminutive shaved-head marvel arrived in Japan just as Go had done 24 years earlier.

In that month, the Mainichi, in an effort to take some of the sting out of the ten-game matches



Go Seigen playing Hashimoto Uтарo. Watching are Segoe Kensaku and Suzuki Tamejiro.

sponsored by its rival, the Yomiuri, arranged a three-game match between Go and Takagawa Kaku, the new Honinbo (then 7-dan), at B-B-W but no komi. Go won 3–0.

In May 1953 it was the turn of the rising star Sakata Eio, chosen because he had just achieved 8-dan. He played a six-game match with Go, at B-B-W (but with no beating-down stipulation), to see whether it would be worth playing a ten-game match.

For once Go faltered. After winning the first game by six points (no komi), he lost the second by three, tied the third, but then lost three in a row, by 2 points, 1 point and 1 point respectively — by far the closest match ever, but he had lost 1–1–4.

The subsequent ten-game match, which began in November 1953 and finished in 1954, still at B-B-W, was almost equally close, but the story had a very different ending. After four games the score was 2–2, but then Go won four in a row, beating Sakata down to B-B-B, and Games 9 and 10 were not played.

The burgeoning tournament scene — the Saiko-i (Top Position) and the Oza (Throne) began in

1953 — diluted the attraction of matches (not to mention the inability of the Japanese to win them) and after routing Sakata Go was to play only one more ten-game match. This was against Takagawa and was played from July 1955 to November 1956. This was at no komi and on even terms. Takagawa was at the height of his powers (1956 saw his fifth consecutive win in the Honinbo), but Go beat him down in Game 8, 6–2, although Takagawa came back to win the last two games to make the score look respectable.

In 1957 began the Saikyo (Strongest Player) tournament, the precursor of the Meijin tournament. This was sponsored by the Yomiuri and was started specifically because they had run out of opponents for Go; and so it spelt the end for ten-game matches. The new tournament was an all-play-all with five points komi but with White winning tied games. To make it fair, the six players in the Saikyo league played each other twice, alternating colours. In effect, the tournament was built around Go and he obliged by winning the first title with an 8–2 record. Kitani was second on 6–3–1 (his health was not up to matchplay, incidentally). Just for the record, Sakata was third,



Sakata playing Go Seigen in the 1st Meijin title (5, 6 August 1962). Sakata started out winning this game, but Go managed to turn it into a jigo. Unfortunately, that was not good enough to give him a genuine tie for first place. The players used chairs because Go had suffered an injury in a traffic accident in August 1961 and was unable to sit Japanese style.

and Takagawa and Hashimoto Uтарo tied for fourth.

Sakata won the second Saikyo title, then he and Go tied for the third title on 6–3–1 in 1959.

This tournament was then replaced by the Meijin, which in its first term (culminating in 1962) was a 13-man league. Go and Fujisawa Shuko tied for 1st place with nine wins and three losses, but as Go's wins included one tie (which did not rank with an outright win), the title was awarded to Fujisawa Shuko. It was some consolation for Go that his protege Rin was to win the title and be the youngest Meijin ever only three years later.

Since then Go, stricken with heart disease, has hardly appeared in major tournaments and has limited himself mainly to the occasional lightning tournament.

But Go Seigen's place in the forefront of go history is already well secure. And although Kawabata Yasunari's novel *The Master of Go* was not about him, the Nobel-prize winner has devoted a complete work to Go and there will never be any doubt that he was a fabulous master of go.

1. Exorcism

Fujisawa Hosai, the first ever oteai 9-dan, is the only player to have blotted Go's record in ten-game matches, although he had the help of an appreciable handicap to do it. The devil was well and truly exorcised when he met Fujisawa in three more matches from 1951 to 1952.

This game is the first meeting in history between two 9-dans and is from the Yomiuri ten-game match that began in October 1951. The time limits were 13 hours each, but Fujisawa had already used nine hours by move 49. Go won by resignation, but the game had a strange climax, with the game recorder seeing more than the players.

White: Go Seigen 9-dan

Black: Fujisawa Hosai 9-dan

Played on 20, 21, 22 October 1951.

Figure 1 (1 – 50)

White avoids 28 at 'a' and 30 at 31 because they would be submissive. White 32, rather than 'b', is unusual.

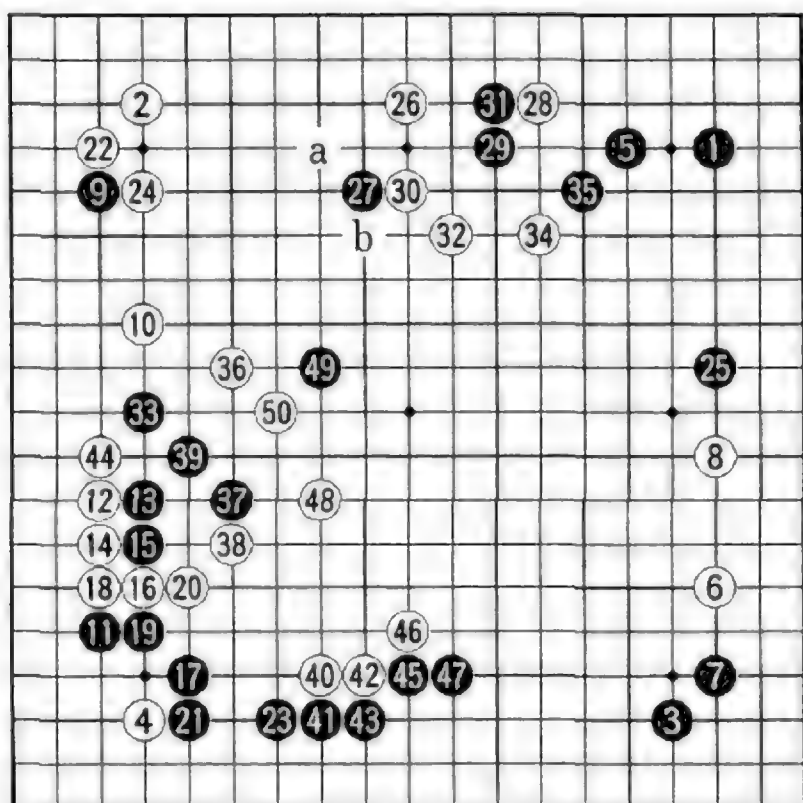


Figure 1 (1 – 50)

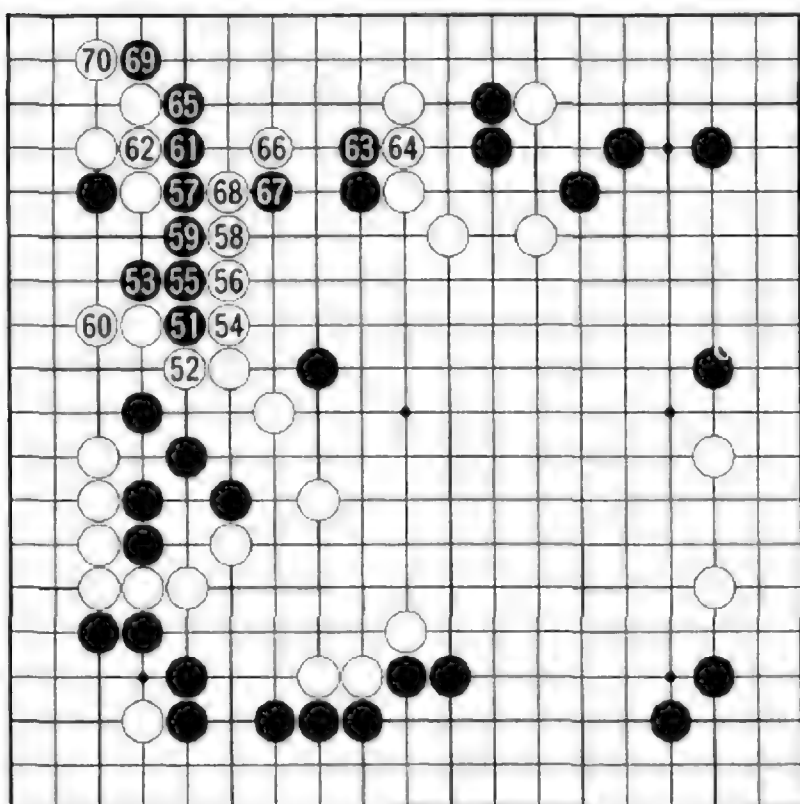


Figure 2 (51 – 70)

Figure 2 (51 – 70)

Black 51, 53. A forceful attack, but perhaps a little unreasonable. White is able to press Black hard.

Black 67 was the sealed move at the end of the second day.

Figure 3 (71 – 94)

Black 83 is a clever move. White could kill Black by playing 84 at 85, but Black would be satisfied with linking up to the right with Black 84, White 94, Black 'a'. White tries to kill everything with 84 and 86.

White 90. Both Go Seigen and Fujisawa misread the corner fight after this. They assumed that if Black 91 at 1 in Dia. 1, White would win the seme-



Go Seigen and Fujisawa Hosai
relaxing over a game of shogi

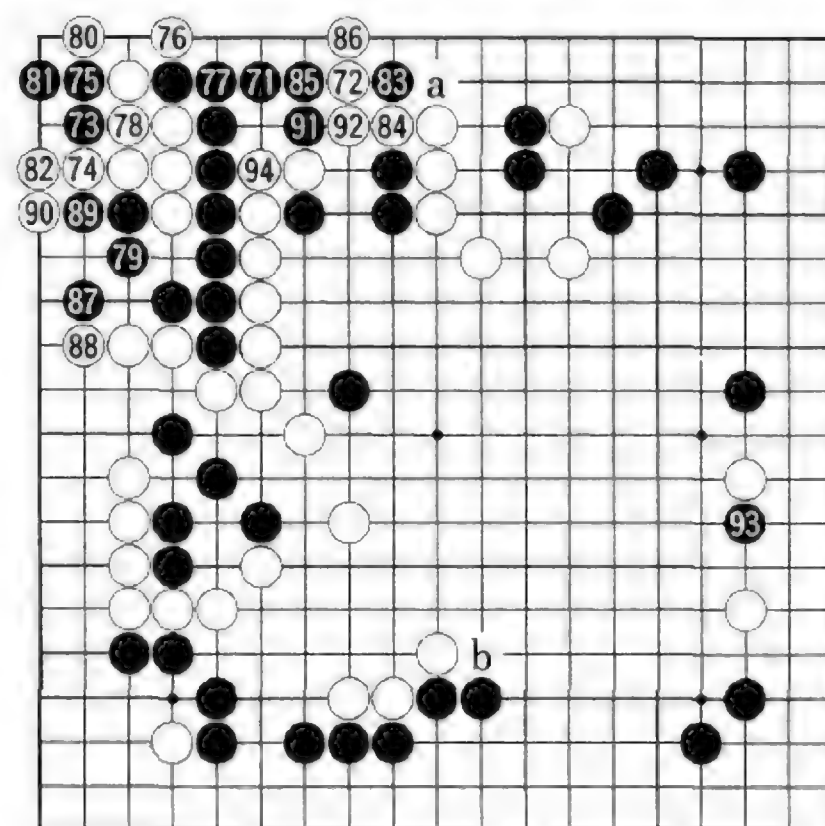
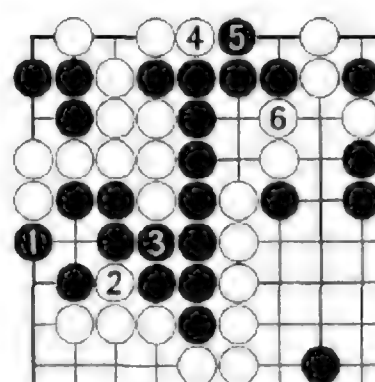
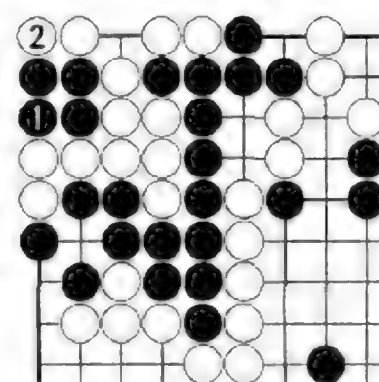


Figure 3 (71 – 94)

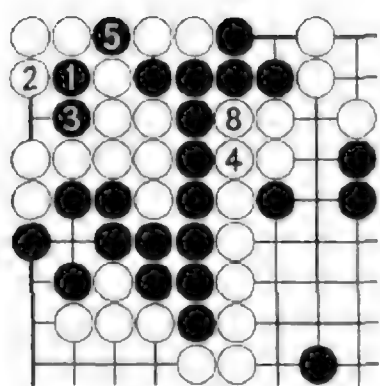


Dia. 1



Dia. 2

ai after 6 by one move. However, there was a blindspot in their analysis. After the game, the game recorder, Shioiri Itsuzo 4-dan, pointed out the extraordinary tesuji of 1 in Dia. 2. After 2, Black plays in at 1 in Dia. 3 (next page), forcing White 2. After Black 3 and White 4, the position becomes an approach-move ko for White. After 94, it becomes a proper ko, so of course White



Dia. 3

6: retakes; 7: two spaces right of 5 ignores any ko threat Black makes.

Even if Black had seen the correct sequence, the game would not have been lost for White. He would have switched to 'b' and fought on.

Black resigns after White 94.

2. Defeat in the Offing

In 1953 Sakata Eio, then 33 and just promoted to 8-dan, was thrown into a six-game match with Go in an attempt by the Yomiuri to find someone who could give him a decent ten-game match. Sakata rose to this challenge magnificently, winning 4-1-1, although the ten-game match that followed took rather a different turn.

The game here is the second from the ten-game match. Sakata was playing on the handicap of B-B-W; this was Go Seigen's game with black. Go comments that this was the first game in 20 years in which he had played his first move as Black on the 3-4 point.

White: Sakata Eio 8-dan

Black: Go Seigen

Jubango, Game 2. Played on 19, 20 November 1953.

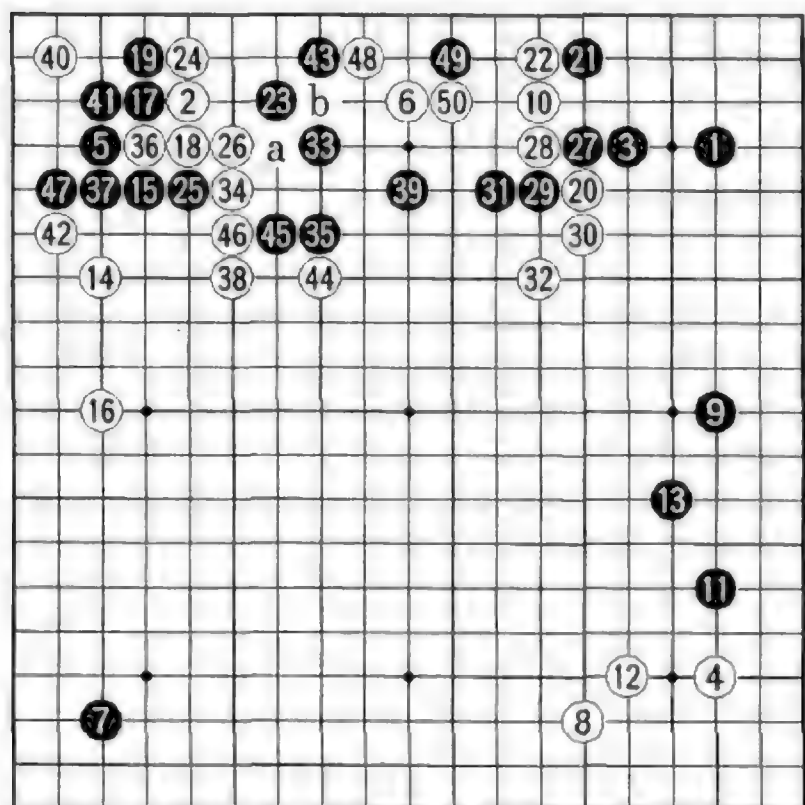


Figure 1 (1 - 50)

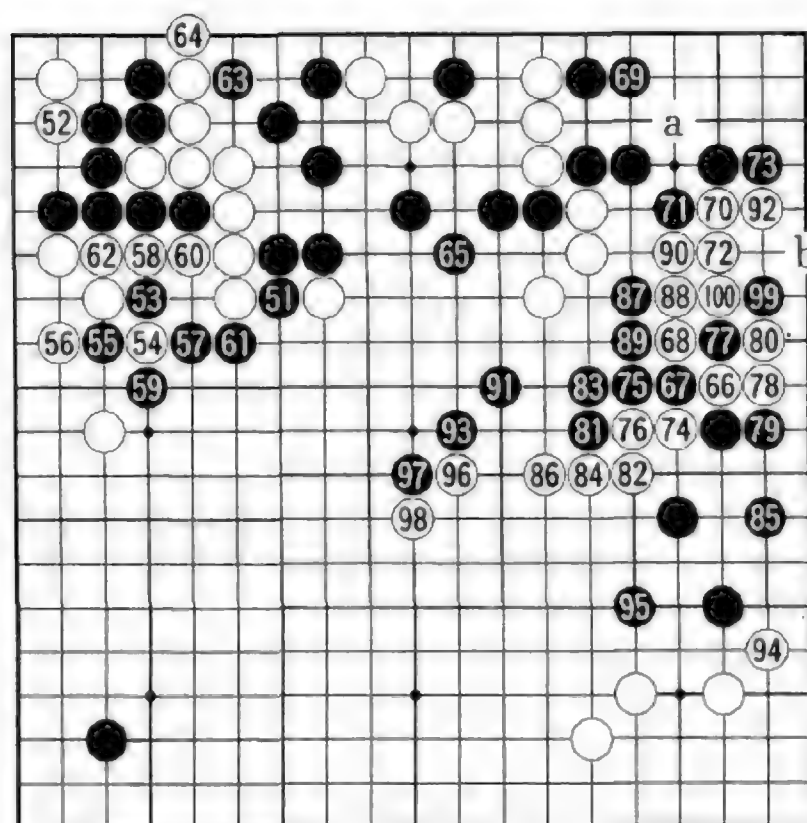


Figure 2 (51 - 100)

Figure 1 (1 - 50)

White 24 is a little heavy. Sakata commented that he should have played White 'a', Black 33, White 'b' to get sabaki. With 27 to 35, Black launches a three-way attack.

White 44. If at 47 to kill the corner, Black wedges in at 46 and wins the fight with the six white stones by one move.

Figure 2 (51 - 100)

The exchange to 65 is favourable for Black.

Black 69. A precaution, as White is aiming at 'a'.

White 92. White should live with 'b', as then 101 (1 in Figure 3) would not be sente. That would make a big difference in the later fighting.

Figure 3 (101 - 150)

Black 29 etc. just help White to surround the

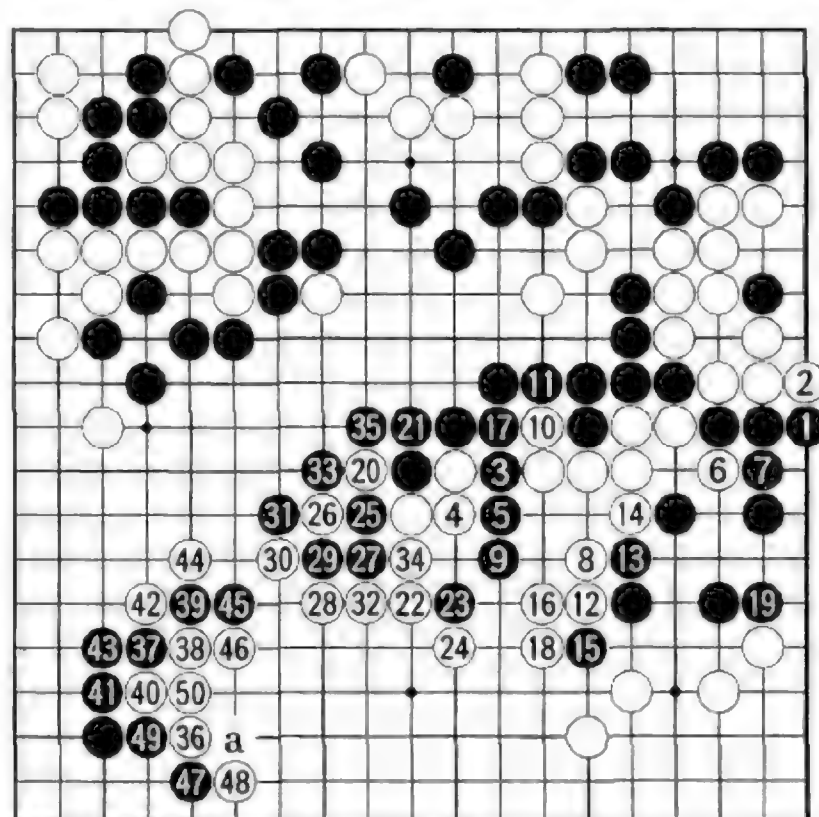


Figure 3 (101 - 150)

bottom area. Black should play 29 at 'a'. Segoe commented that this is the only blemish in an otherwise masterly game for Black.

White 50 is careless: White should connect at 'a'. At least the game would then be countable, though favouring Black.

Figure 4 (151 – 203)

The Black 85 – 91 combination is the clincher. After 95, White cannot save his seven stones when Black throws in at 103.

White resigns after Black 203.

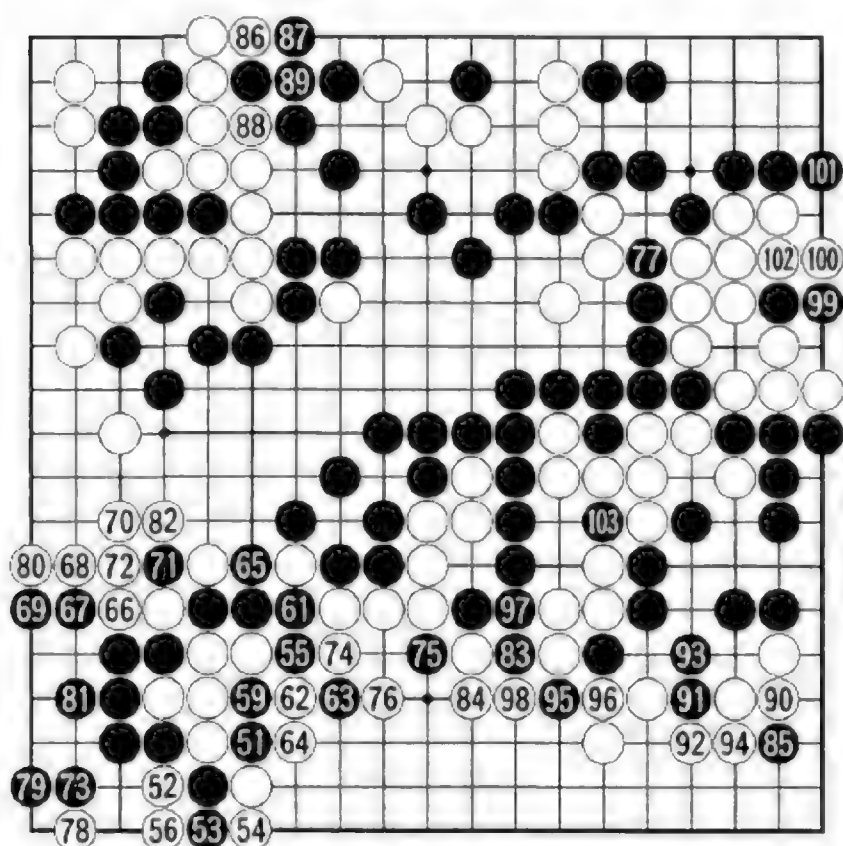


Figure 4 (151 – 203)

57: above 53; 58: at 53; 60: connects.

3. Takagawa Crushed

In 1955 the era of ten-game matches was drawing to a close, not least because Go was running out of opponents. Takagawa was the current Honinbo, and the Mainichi arranged for him to play a three-game match prior to the ten-game match to be arranged by the Yomiuri.

Although Takagawa had lost a previous such match in 1952 (0–3), he had actually had a very favourable score against Go from the time he was 6- and 7-dan, playing Go at B–B–B, and he was not without hope. As it turned out, he lost 0–3. This is the first game. There was 4½ points komi and White (Go) won by 2½ points. Takagawa took his full quota of 10 hours, but Go took only 8½ hours – even though he arrived in Japan at a time when long time limits were the rule, he never lost the Chinese preference for playing quickly.

White: Go Seigen; **Black:** Takagawa

Played on 5, 6 July 1955.

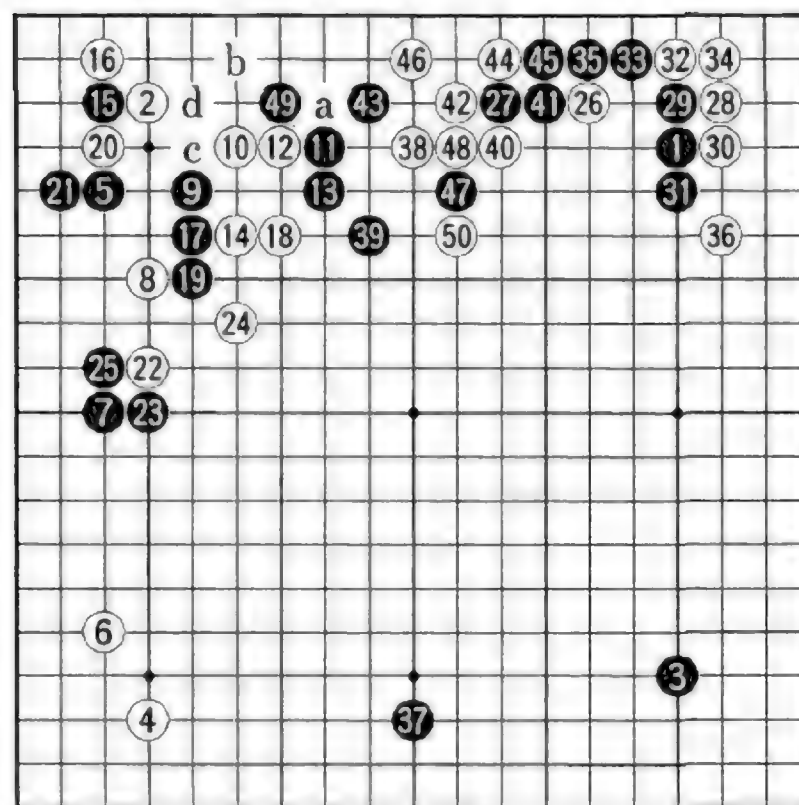


Figure 1 (1 – 50)

Figure 1 (1 – 50)

The sequence to 25 was a new variation. Professional opinion was split as to who had done better.

White 38 is aggressive. Maybe Black should have played 37 at 'a' (which, as a bonus, would have a good follow-up at 'b').

Black 49. If Black first exchanged 'c' for White 'd', Black 49 would be sente.

Figure 2 (51 – 100)

White is satisfied with the result of his invasion of Black's moyo at the top. The game looks even.

White 70. The key point affecting the base for both sides. White switches to attack with 80. A fierce fight follows.

White 92. Takagawa overlooked this tesuji.

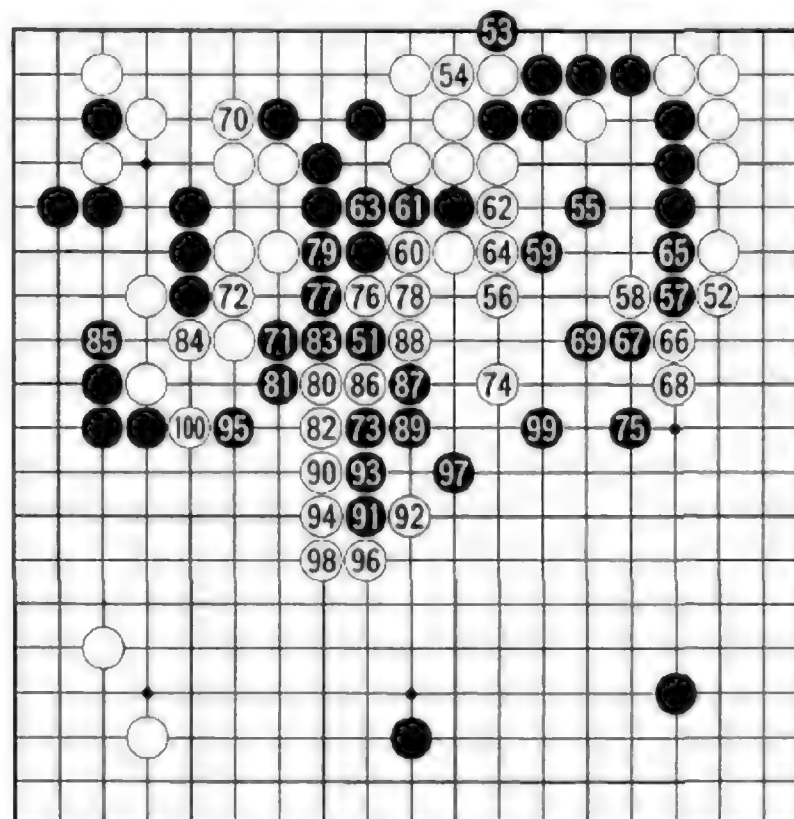


Figure 2 (51 – 100)

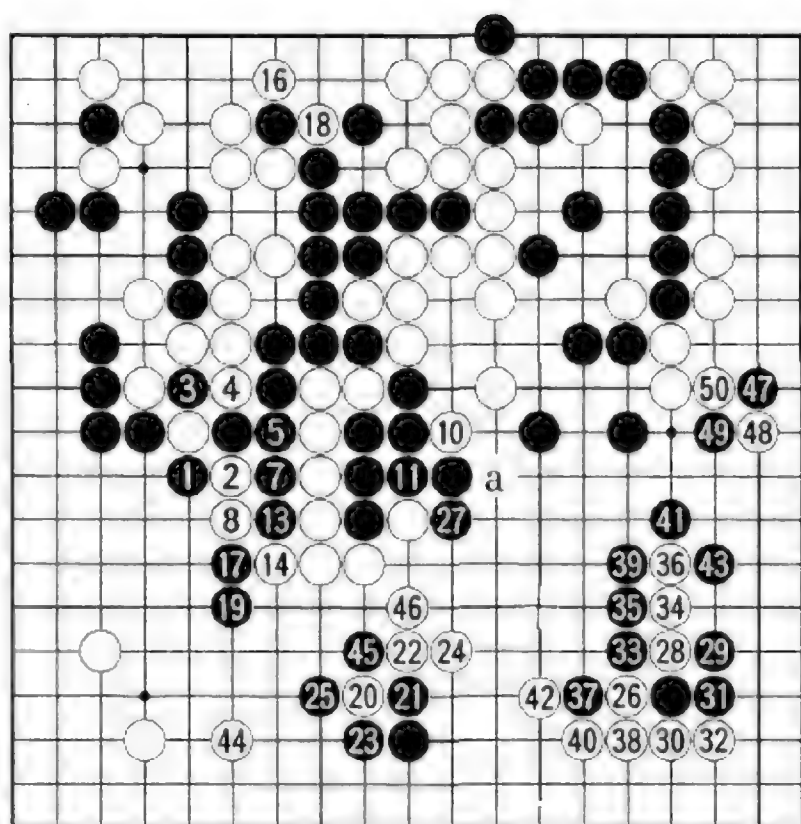


Figure 3 (101 - 150)
ko: 6, 9, 12, 15

Figure 3 (101 - 150)

Takagawa was satisfied with the result of the ko fight to 19. He felt that Go had started it a little too early.

Black 25 should be at 27.

White 26 is a typical Go move; it took Takagawa by surprise. He reinforced at 27 because of his concern about White 'a' (White's moves from 20 on had been aiming at the aji of 'a').

White takes the lead in the sequence to 44, so Black 25 could probably be called the losing move. Takagawa commented that at least he should have resisted more strongly, cutting at 33 with 29 in an attempt to capture the white stones in the

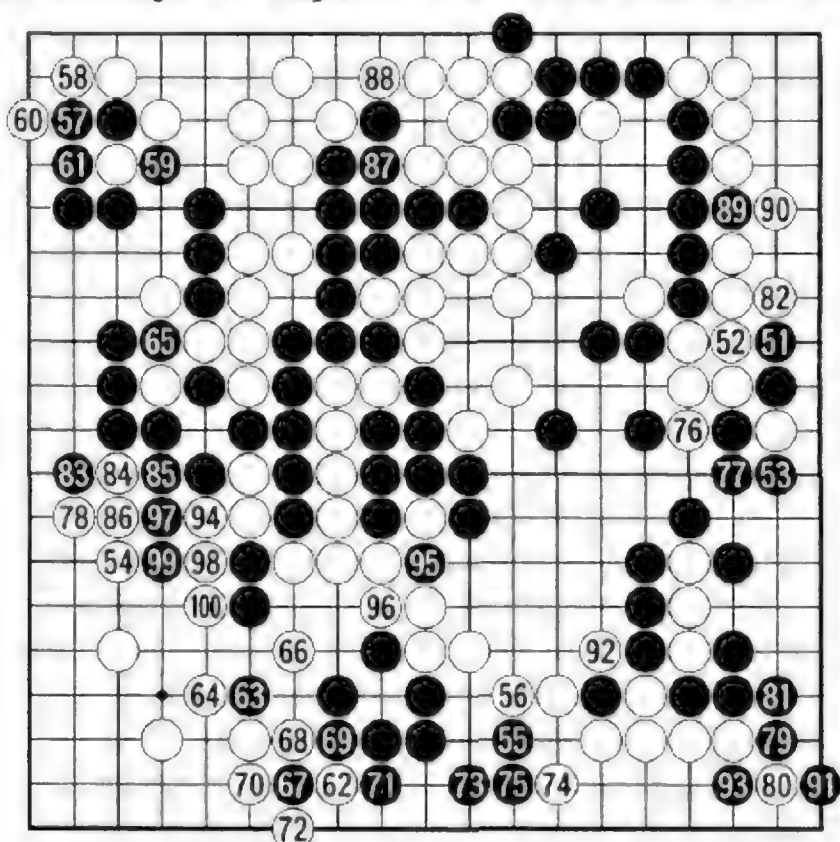


Figure 4 (151 - 200)

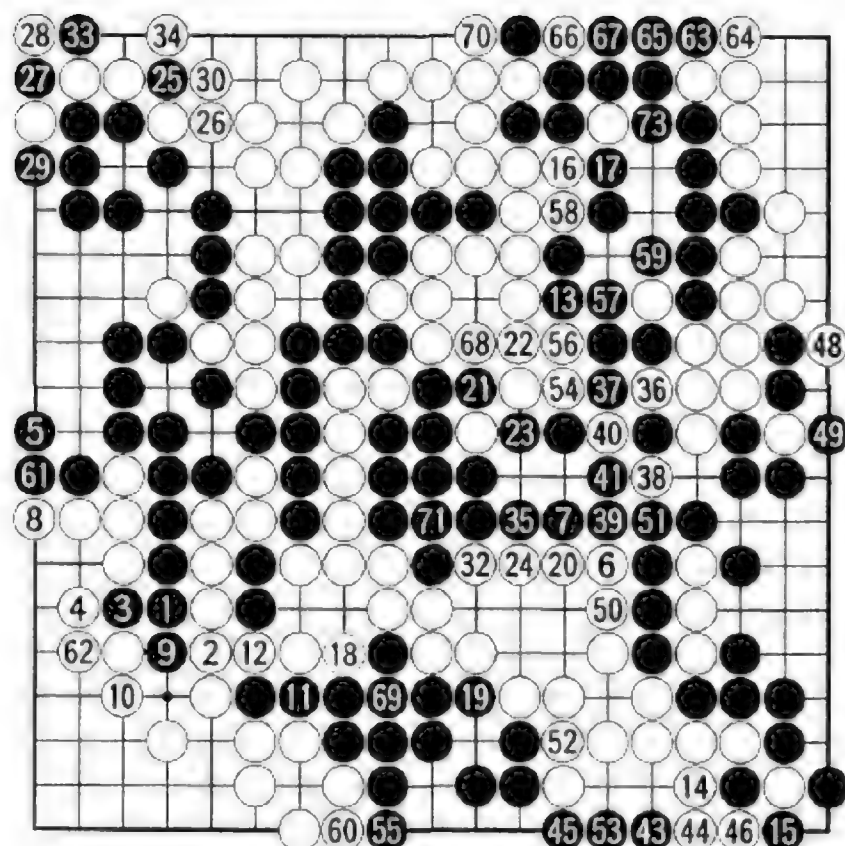


Figure 5 (201 - 275)

31: at 27; 42: right of 40; 47: above 15; 72: at 66; 74: right of 70; 75: above 29.

centre.

About this time Takagawa commented that in every game Go Seigen played five or six moves that took him completely by surprise. Even so, he proved a worthy opponent in this game and the result was a masterpiece.

White wins by 2½ points.

4. Go Seigen's First Title

Unfortunately for Go, he was at his peak before the proliferation of newspaper titles. In fact, he only won two titles, a rather modest swag compared with the average title-holder these days. Below is a game from his first title. It is of interest because it was the first game he had played against Kitani for 13 years.

White: Go Seigen 9-dan

Black: Kitani Minoru 9-dan

1st Saikyo Title. Played on 14, 15 April 1957.
No komi.

Figure 1 (1 - 50)

Black 7. One of the characteristic Kitani josekis. It prevents White from playing the avalanche pattern.

White 38. Better to defend with White 45, after exchanging White 'a' for Black 'b'. White 38 lets Black force White into a low position on the side with 39 to 47.

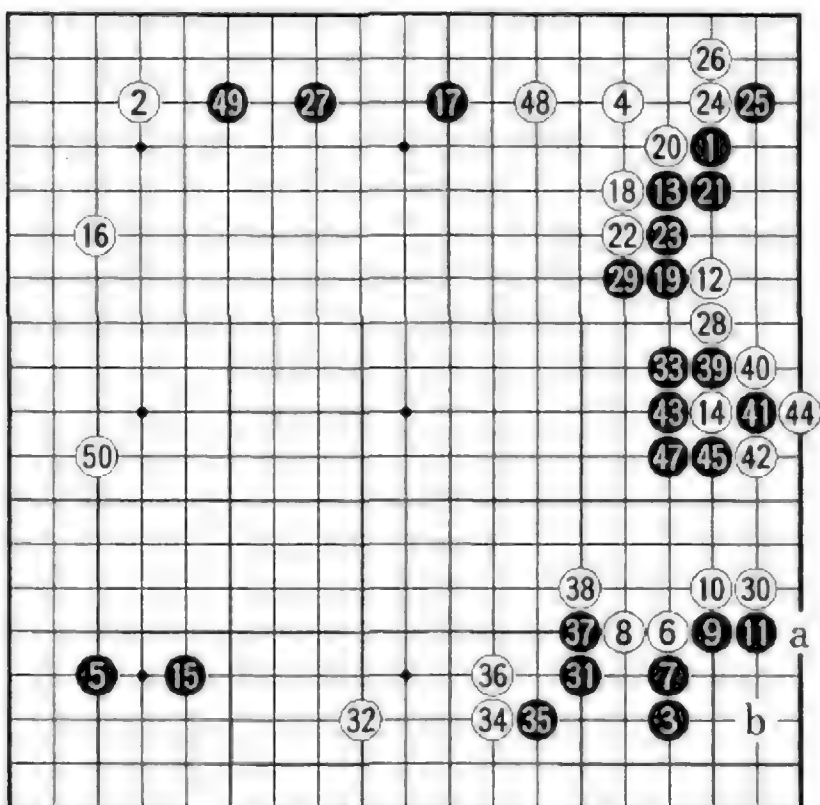


Figure 1 (1 - 50)
46: connects

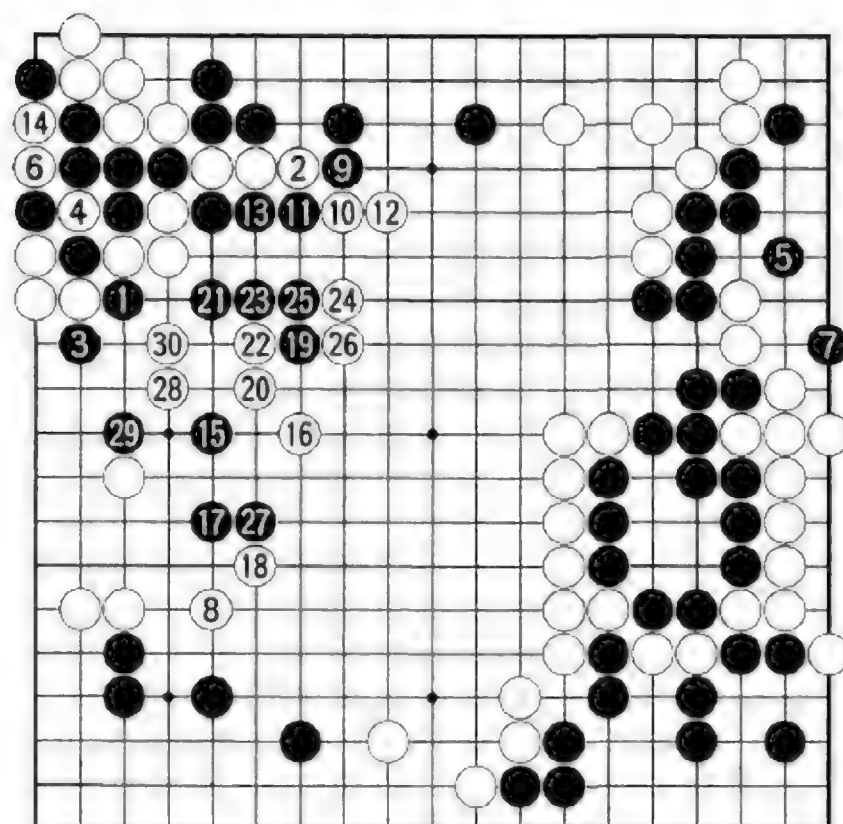


Figure 3 (101 - 130)

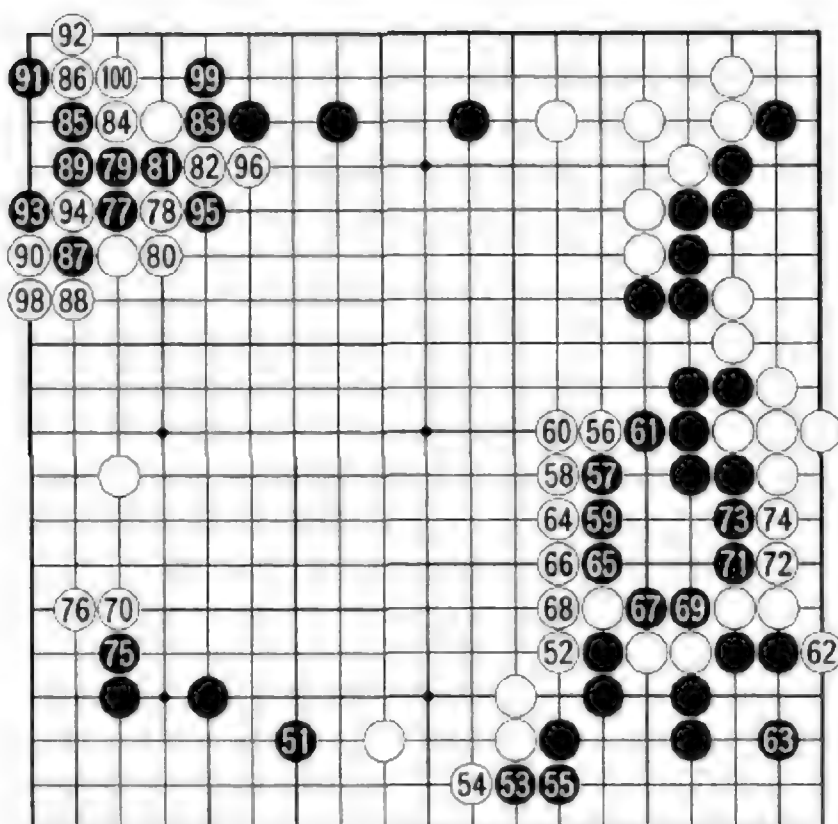


Figure 2 (51 - 100)
97: ko

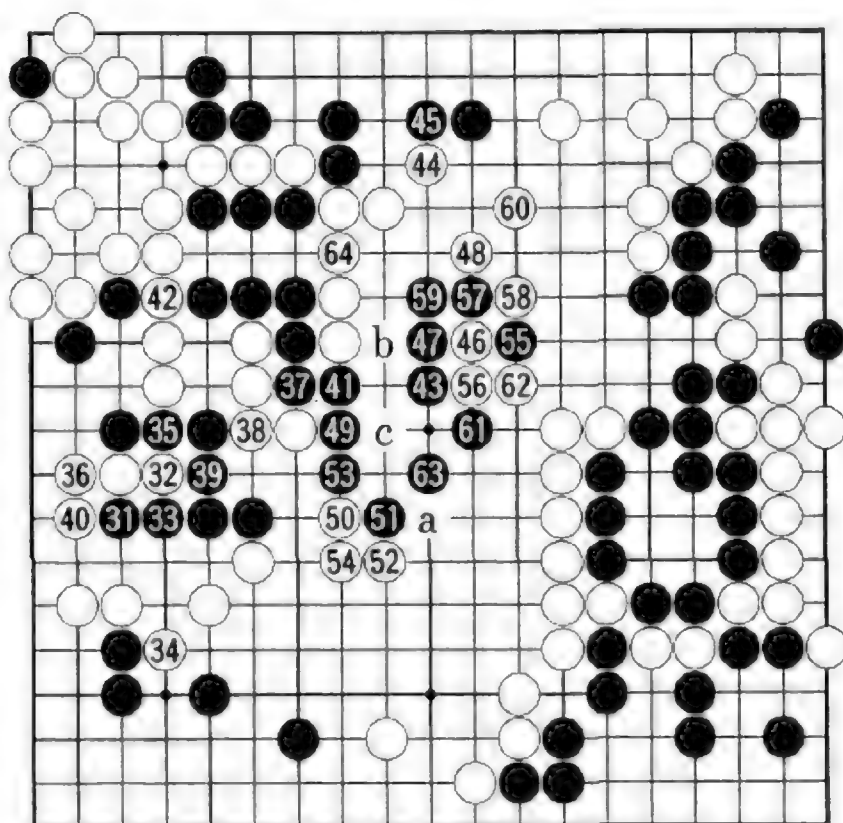


Figure 4 (131 - 164)

Figure 2 (51 - 100)

White 70. White 71 would not be sente. To quote Go Seigen, 'Black lives easily in the sequence to 24 in Dia. 1.'

Figure 3 (101 - 130)

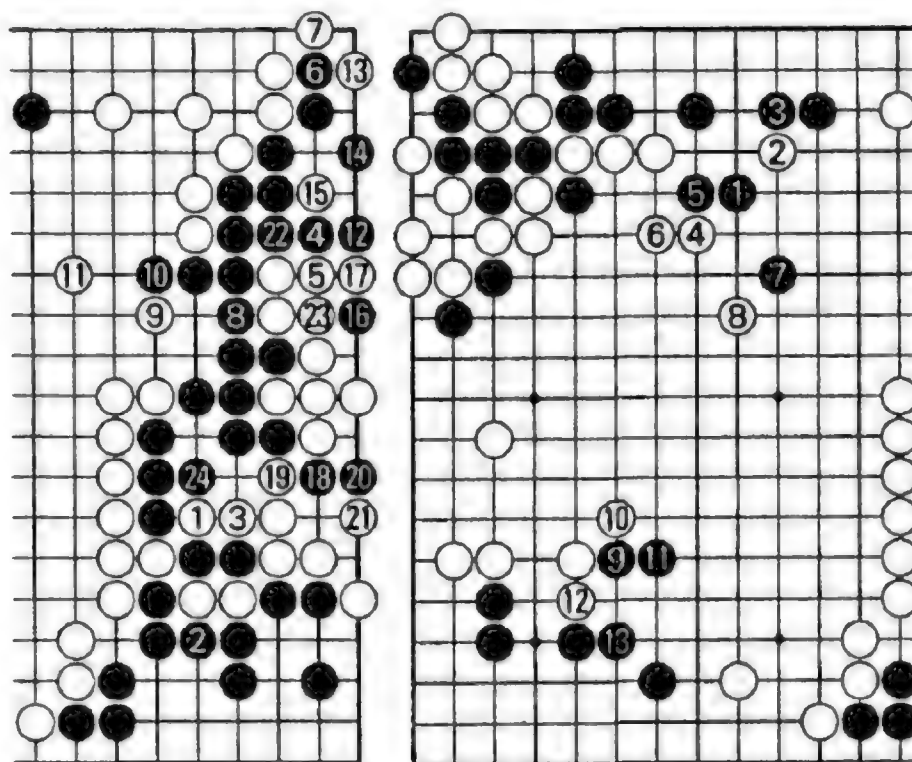
White 8. Better at 12.

Black 9. Better to follow Dia. 2, which would probably give Black the lead.

Figure 4 (131 - 164)

If White 64 at 'a', Black gets a ko with 'b'. White 64, Black 'c'.

Black resigns after White 164.



Dia. 1

Dia. 2

5. Breaking Like Jade

Finally, an example of a proper handicap game by Go. This is a six-stone game played in December 1940 and was the first in a series of games between Go and the shodan members of the Literary Men's Go Association. Go's opponent was a novelist, Muramatsu Shofu. Time limits were seven hours each.

White 65 was described by Go as a 'break like jade' tactic, which is an allusion to the Chinese proverb, 'Better to be a broken piece of jade than an intact clay tile.' The meaning here is to live dangerously, to go all out. White has already taken a risk in ignoring Black 62 and 65 is yet another risky move.

White: Go Seigen

Black: Muramatsu Shofu, 1-dan amateur

Black resigns after 131

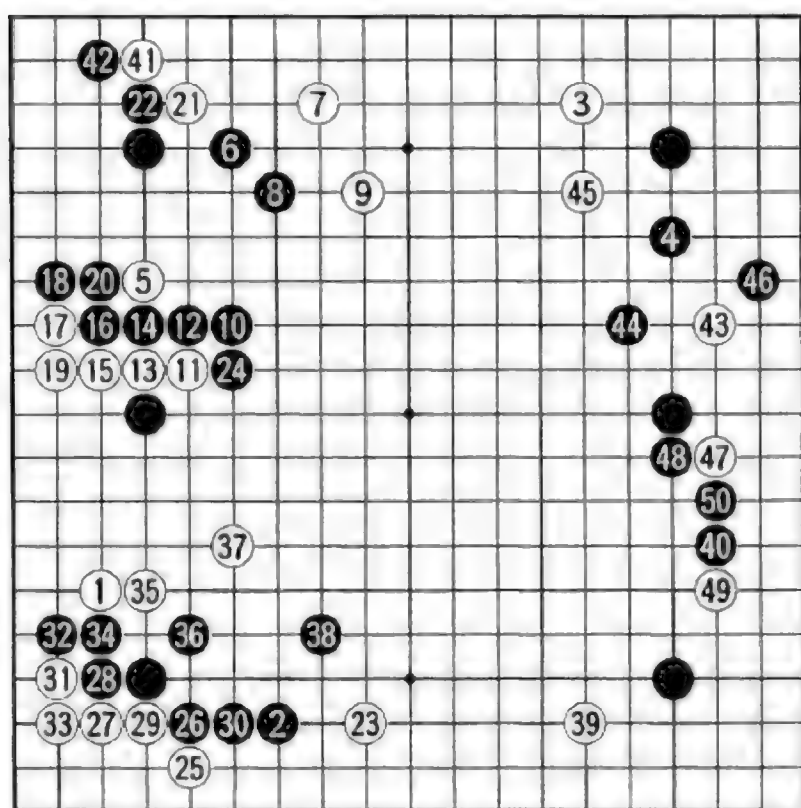


Figure 1 (1 - 50)

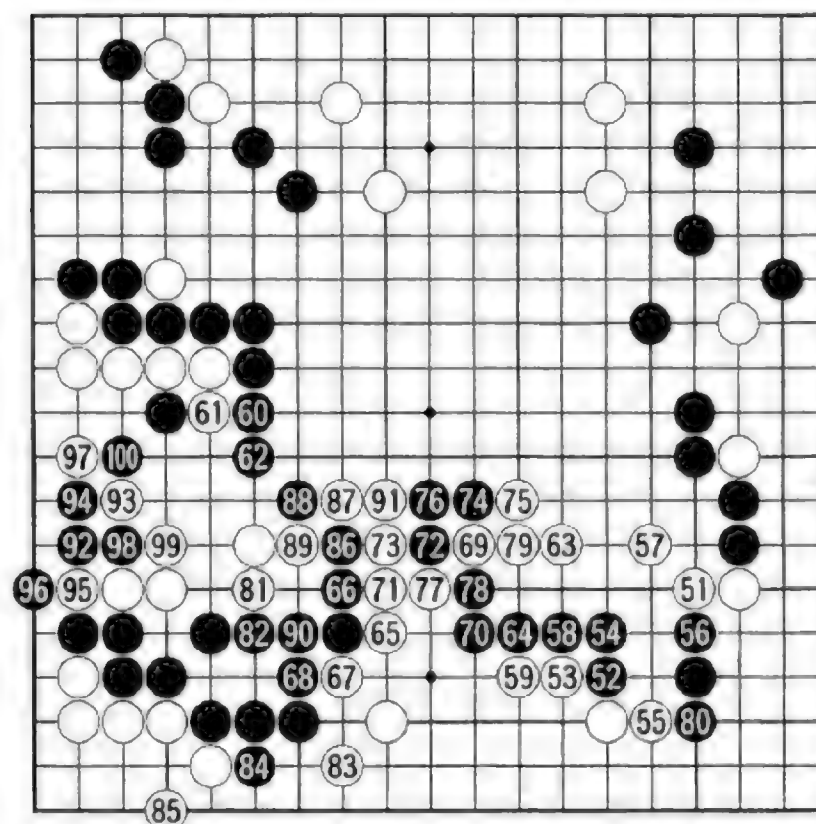


Figure 2 (51 - 100)

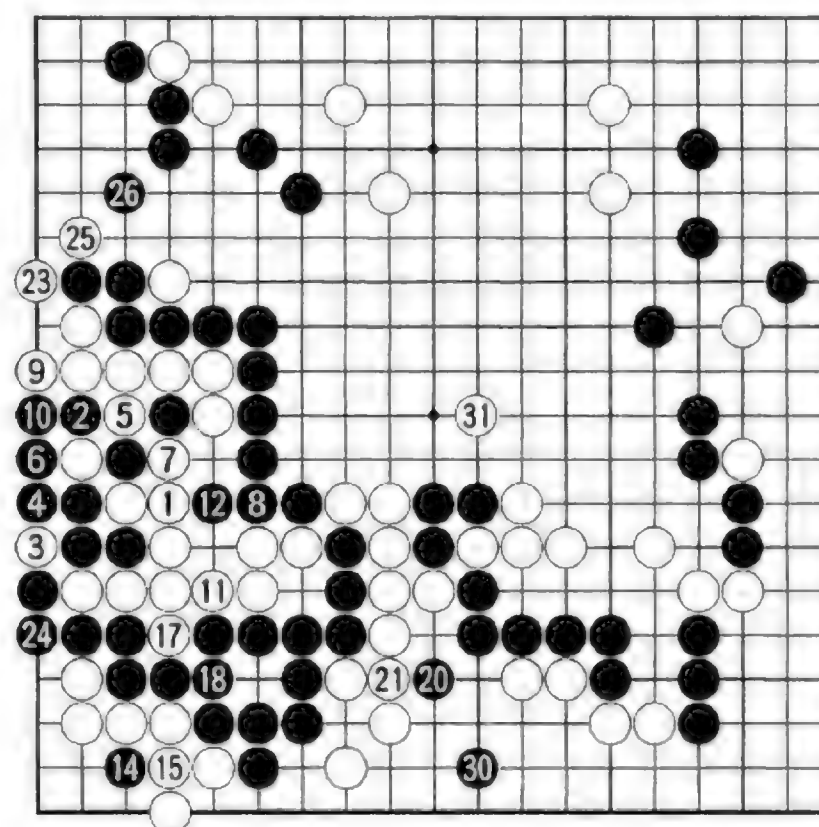


Figure 3 (101 - 131)

Ko: 13, 16, 19, 22, 27; 28: connects (at 3);
29: fills ko.

Note: The four-volume work *Complete Games of Go Seigen* has been out of print for some time, but an excellent two-volume work entitled *One Hundred Games Selected by Go Seigen* is available. They can be ordered from the Ishi Press for ¥4,500 per volume (including seaimail postage).

Playing Go in the People's Republic of China

by Peter Shotwell

As the importance of Chinese go continues to grow, both the editor and I agreed that, after my two-month visit, a short article on the game at the grassroots level would not only be of general interest but also quite useful for those intending to visit the country. As mentioned in previous issues of *Go World*, the Chinese government and the Weiqi Association have vastly expanded their national go programs, and I would first like to add a few orienting comments to those previous accounts.

After a lull in go-playing during the Cultural Revolution, when all such games were considered 'frivolous activities', the Chinese have begun to think of go again as *their* national board game. Thus their original support after Liberation (1949), when Mao Ze Dong encouraged go and Marshal Chen Yi was honorary president, has been intensified. An indication of their seriousness is given not only by the number of tournaments and tours but also by the fact that they now have six research institutes for developing techniques and new ideas (see GW33, page 58, move 18 for one of the results). That this seems to be a team rather than an individual effort is important for understanding the spirit of go in China. On the other hand, it is important to emphasize that the strong support the government gives to amateur play, especially that of women and factory workers, and the fact that their professionals and high-level amateurs spend a great deal of time teaching indicate that the high ideals of the liberation are not being lost in their pursuit of the Japanese.

As the reader may have guessed, the world of go in China is a little different from what we are used to in Japan and in the West. Those accustomed to the quiet, formal atmosphere of Japanese-style go clubs are in for quite a shock when they visit a typical tea-house club, of which there are one or more in nearly every major town except in western China. The atmosphere is generally lively and spirited and there are always many more players than boards — Chinese workers tend to have different days of the week off and there seem to be many more young players than in Japan, where TV and video games have thinned the ranks. Clusters of people surround most of the games and there are usually animated on-going discussions of the games in progress. No persimmon tree flowers — symbols of silence under traditional Japanese boards — are growing under Chinese boards! However, when a Westerner walks in, he or she is generally taken for a non-go-playing tourist and is often ignored, since the Chinese are characteristically shy with strangers, especially in the north. So it helps to know a few words of Mandarin ('dui' meaning 'right' or 'hao' meaning 'good', for example) so that one can agree or disagree with the comments being passed around. That initial shyness will soon disappear and be rapidly replaced by intense curiosity. It helps to bring along the Chinese-translated Fujisawa Shuko problem book, sold in nearly all bookstores (ask for 'Weiqide shu'), since the problems are graded in difficulty and all Chinese go players know it well. Also, it is useful to bring light plastic traveling stones to China since only heavy glass ones are available here, though easy-to-carry blue cloth boards can be bought in department stores. Try to bring this set to the clubs, if only so that you don't take up someone else's valuable playing time on a board.

Playing strengths in the clubs range from beginner to 6-dan, but invariably you will be offered white, either because of courtesy or cautiousness — and then beware the Chinese fuseki, of which you will see many believable and unbelievable combinations! Also, be prepared for strong middle game fighting: for many Chinese, perhaps because of tradition, this is the game of go. In your first game you will inevitably be surrounded by perhaps 15–20 people, all excitedly commenting on your play and perhaps laughing at your mistakes — but don't take this personally! Chinese humor is like this and it is best just to laugh with them. Again, it helps to know a little Mandarin: 'chile' (a group is 'eaten'), 'tingdedong' ('he understands') and 'tingbudong' ('he doesn't understand') are quite useful terms. Prisoners go back into one's own bowl as they are taken, and when the end-of-the-game count comes, the stones seem to go flying madly around the board and whole groups are rearranged and sometimes taken off entirely. It is important only to remember that stones plus territory determines the winner (a combined total of 181 wins), so dame points and the last play of the game are important. If you play well, interest will kindle

and many more games will be offered. If you played poorly — well, it helps to have brought your own set so you can offer someone else a game! But even after a good game and much discussion (usually there will be someone around who speaks a little English) do not expect socializing with players to develop beyond the precincts of the club.

It is useless to draw any personal conclusions from this, but it should be realized that most Chinese are living under startlingly crowded and dirty conditions and are often embarrassed to have foreigners see this. There is also a wariness about too-intimate contacts with Westerners, as memories of the Cultural Revolution linger on, and there is still some real fear about the return of the 'spiritual pollution' campaigns. But these attitudes are rapidly changing, especially in the south, and the liveliness of the clubs and the common interest in go make even these brief contacts more than rewarding. One of my regrets is that it was impossible to spend more time over a go board, especially in Shanghai, but individual visas (easily obtainable in Hong Kong, where an especially friendly Japanese-Western-style go club is located at 308 Temple Street, Kowloon, Tel. 3-690776) are good only for a month, though they can be extended for another month (outside Beijing) and sometimes two. Those interested in studying go under Chinese masters could write to the Chinese Weiqi Association, 9 Tiyyuguan Road, Beijing, and perhaps obtain longer visas, similar to the ones issued for the study of Wu-shu, painting, calligraphy, etc.

One more thing to consider is the weather. China can be very hot in the summer and very cold in the winter. Airconditioning outside the hotels is practically unknown; and heat in the public buildings is turned off early in the spring and turned on late in the fall, so if you don't think well under rather extreme conditions, best plan accordingly! 40° F inside was the temperature when I watched a public match between Kiyonari Tetsuya 8-dan of Japan and Ma Xiao-chun 9-dan of China this spring in the Beijing Sports Gymnasium, but that didn't prevent 1500 or 2000 very enthusiastic fans from showing up in what is normally a basketball arena. A large magnetic teaching board was set up in mid-court and Fujisawa Shuko, along with two high-ranking Chinese professionals, began to carry on a lively, loud-speaker-aided discussion about the game soon after it was begun by the players, who appeared very small huddled over a table down on one of the free-throw lines. Amidst all the hubbub, their regular playing time was soon used up and most of the game was carried on in 30-second moves. I was told by a fan that it was announced that Kiyonari had had a few glasses of wine, perhaps to keep warm, and in the end he lost a big group and the game, after about two hours. The players were called over to make some comments and his stumbling apology, 'I am no good — I am sorry', was touching to the extreme and something I shall never forget. Nor was it forgettable to see the obvious pride on Chinese faces as the crowd dispersed into the night and how their faces would light up in the following days whenever I said I was there.

Go events take place in this stadium (where the Weiqi Association headquarters are also located) and throughout the country several times a month. Those interested should phone the Association (Tel. 753110) or check the national go magazine, which is available in all magazine stores, for a schedule. An NHK-like fast-game TV series had recently been started and there are also many local and national tournaments going on. Information can also be obtained from the clubs, of course, which can easily be found in all the towns, except Beijing, from the street players of Xiangqi ('elephant' or Chinese chess, featuring rivers and cannons and other strange moves and pieces) or from the information desks of the hotels or CITS (China International Travel Service). Ask 'weiqi zai nar' — 'Where is Weiqi?'. In Beijing there are two action spots. For the regular club, go to the west end of Hepingmen Avenue, turn south for about 100 meters, turn west on a small street for another 100 meters or so and the club, which is open Tuesday, Thursday and Saturday, 2 — 8 p.m., is on the right inside the only likely-looking gate. A more interesting place to play is in a small temple-like building in the eastern gardens of the Forbidden City. From the Beijing Hotel, walk west to the first entrance, which is east of the main entrance, pay 3 fen (1½ cents) to enter, walk straight ahead about 30 meters to the signboards, turn left and it is up against the wall that divides this park from the main part of the Imperial City. The club opens every day early in the morning and closes about 4 p.m., but games continue well past that time, weather permitting.

I hope that this short article has stimulated some interest in go-playing in China, but please remember,

above all, to go there with an open mind about things. Many travellers never seem to get beyond the everyday frustrations created by overcrowded travel facilities and all-too-often inefficient and unhelpful CITS, hotel and restaurant staff (such jobs are generally looked down upon in China). But I can assure you that if you take the time to develop a patient attitude while trying to think of the reasons why problems still exist in this once war-ravished country of a billion people, you will find it one of the most exciting countries in which to travel on earth and perhaps the most interesting country to play go in.

(Special thanks to Du Weizong, Wu Songsheng, Cheng Xiaoliu and Li Jie of the Chinese Weiqi Association for their time and for providing information about go in China; and to Sol and Pat Adler, residents of Beijing for 23 years, for their help in my attempts to understand China itself. For a longer and more comprehensive account of my go experiences in S.E. Asia, Hong Kong and China, please see some forthcoming articles in the American Go Journal.)

Shuko's China Tour

Yoda v. Ma

This year, for the fourth year in a row, Fujisawa Shuko made a private tour of China, taking with him a group of promising young professionals. Shuko did not play any games himself, except for teaching games giving handicaps — a year still had not passed since his major stomach operation last year and his doctor did not want him to make the trip at all, let alone play serious games. The group this year consisted of nine young professionals, including Kiyonari Tetsuya 8-dan (age 23), Yoda Norimoto 5-dan (age 18) and Shuko's son, Kazunari 2-dan (age 19). During the tour, which lasted from 17 to 25 March, there was no sightseeing, nothing but go. The team played four matches against Chinese teams, including one all-woman team, and scored 16 wins to 20 losses. The most notable efforts were by Yoda and Onda Yasuhiko 3-dan (an Oeda disciple, age 19), who won all their games. Below, we present the most interesting game of the tour, Yoda's clash with Ma.

White: Yoda Norimoto 5-dan (age 18)

Black: Ma Xiaochun 9-dan (age 19)

Played on 23 March 1984 in Peking.

Commentary by Fujisawa Shuko.



Ma — the world's youngest 9-dan

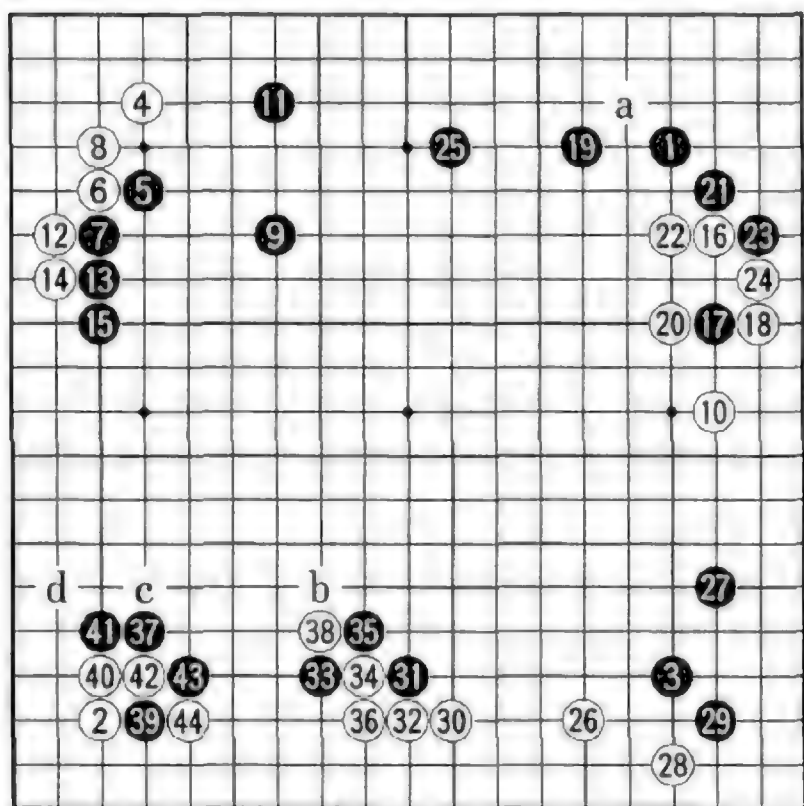


Figure 1 (1 — 44)

Figure 1 (1 — 44)

Black 9, 11. Ma likes centre influence. However, the joseki from 17 to 25 gives White a solid shape, which weakens Black's centre influence. White can also aim at 'a'.

Black 31, 37. Black is attempting to make something of his centre. If he played 37 at 'b', White would be satisfied with 'c'. Instead of answering 37 passively, White counterattacks with

38. Black has no good answer to 38, so Shuko concluded that 31 was the wrong shoulder-hit: it should have been at 42.

Black 41. If at 42, White 'd'.

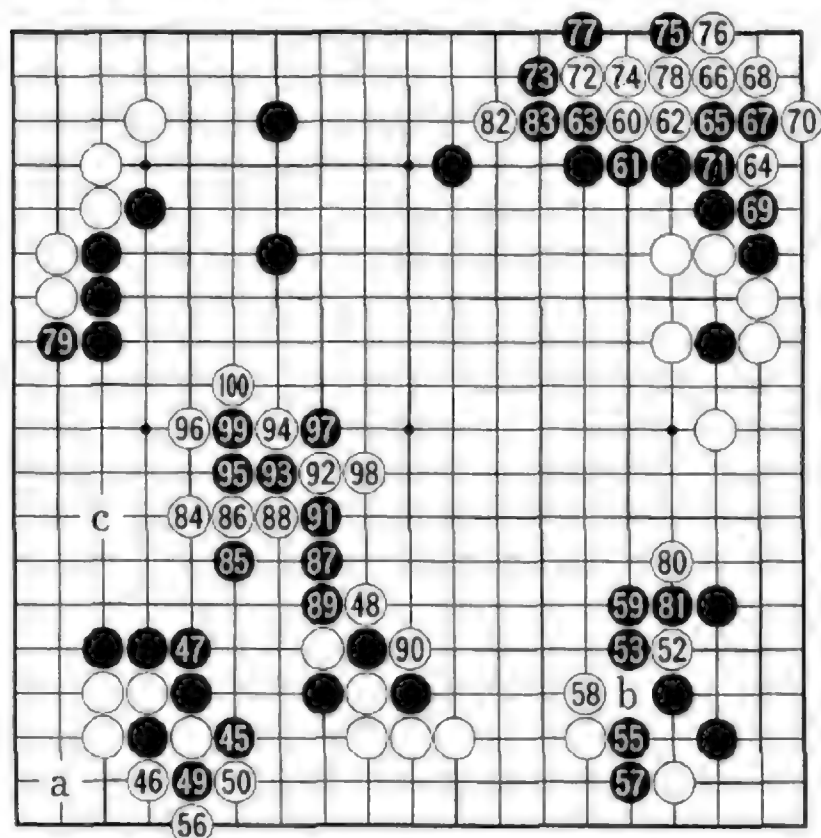


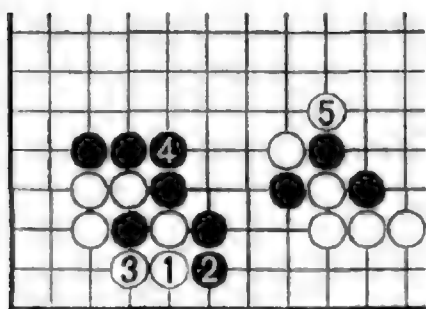
Figure 2 (45 - 100)

51, 54: ko

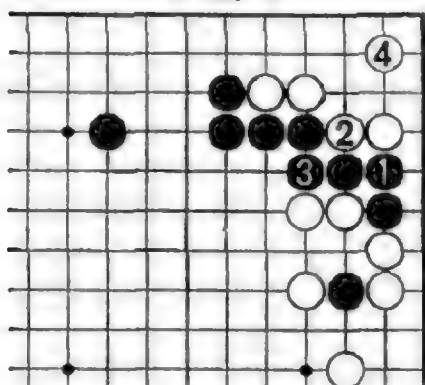
Figure 2 (45 - 100)

Yoda had been leading comfortably, but now he hurt his position with two dubious moves. White 46 should be at 1 in Dia. 1. White may dislike giving Black the sente move at 2, but the result to 5 is quite good enough. White 50 is also bad: Yoda is not usually this short-tempered. White cannot fight this ko (demonstrated by his inability to answer 55), so he should play 50 at 'a'. (Note also that the ko threat of 52 loses points.)

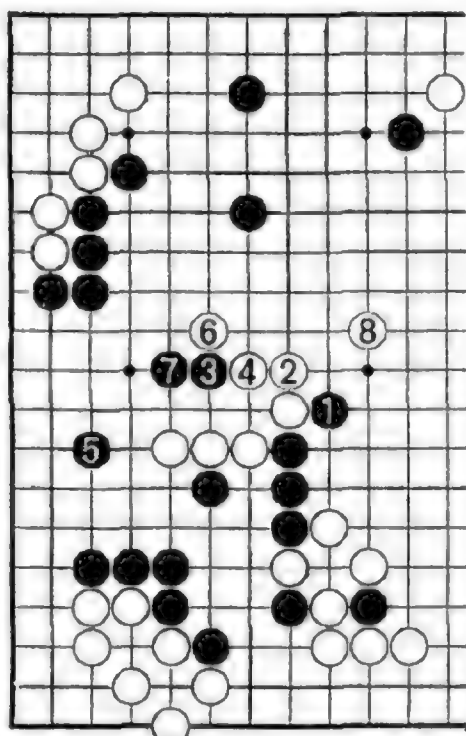
Black 59 should be at 'b'. The sequence from 60 on is best for both. If White 64 at 65, he might die after Black 64. If Black plays 65 at 1 in Dia.



Dia. 1



Dia. 2



Dia. 3



Yoda 5-dan

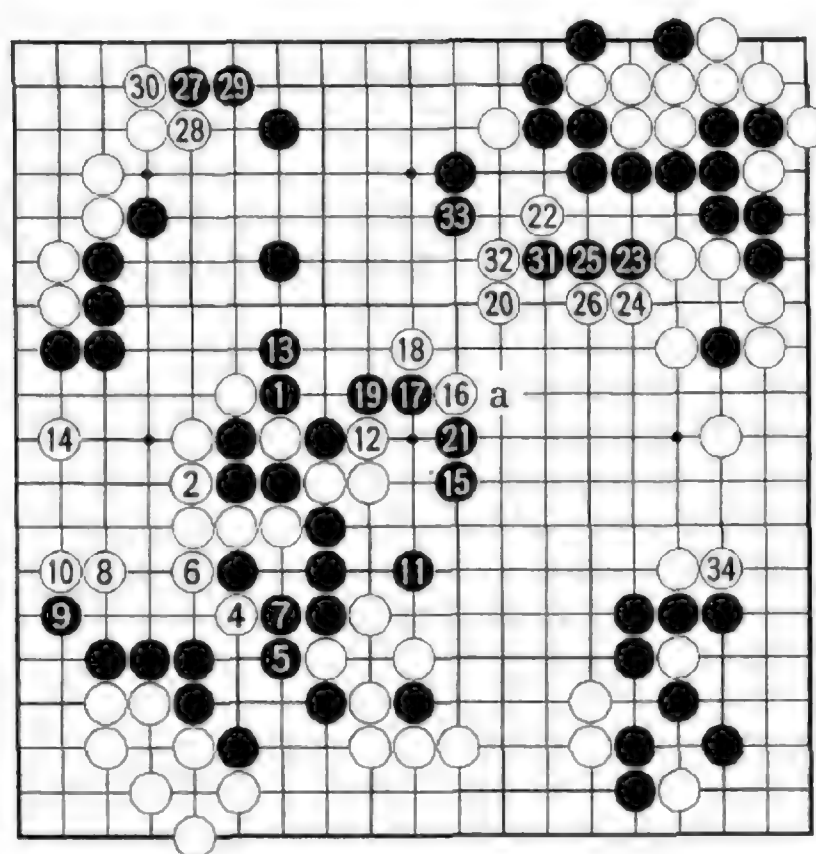


Figure 3 (101 - 134)

3: connects

2, White lives smartly with 2 and 4.

Black 85. Black 'c' would be good enough.

Black 93. Bad style - probably the losing move. Does Black think that he can give White the squeeze with 96 etc. and still kill him? Dia. 3 shows the correct way to play with 93.

Figure 3 (101 - 134)

The result to 14 is quite a contrast to Dia. 3.

Black 17. Black could also attempt to capture everything by attaching on the outside at 'a'.

By White 34 the game has been decided: Black cannot give the komi. This was probably a game that Ma wanted to forget as soon as possible.

Moves after 134 not given in 'Kido'. White wins by 2½ points.

('Kido', May 1984. Translated by John Power.)

9th Tengen Title

Game Two

White: Awaji Shuzo 8-dan

Black: Kataoka Satoshi Tengen

Played on 16 November 1983 at the Nihon Ki-in.

Komi: 5½. Time: 6 hours each.

Commentary by Ohira Shuzo 9-dan.

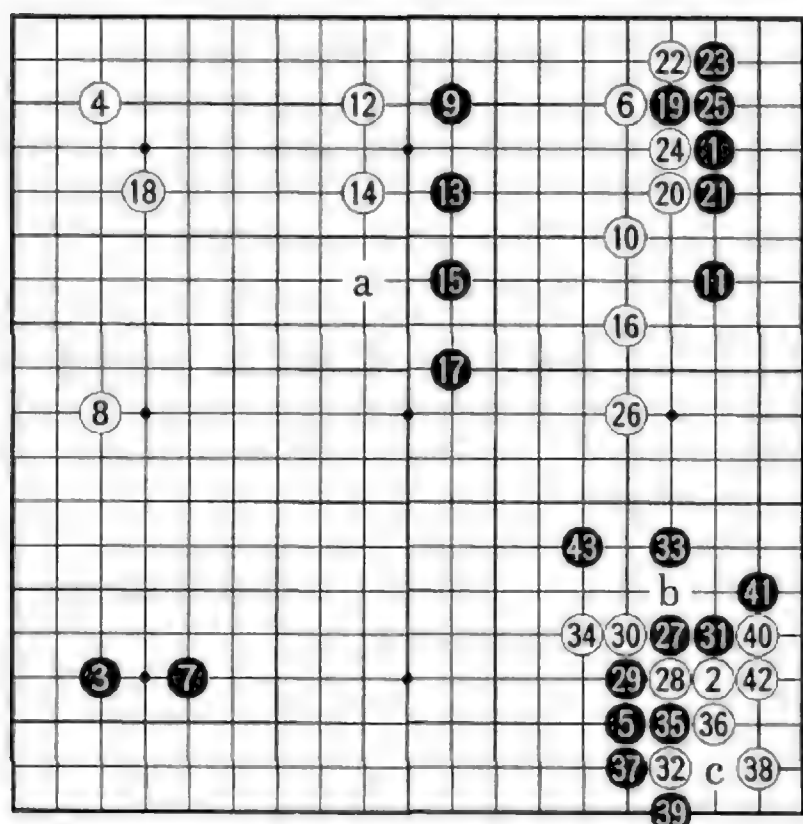
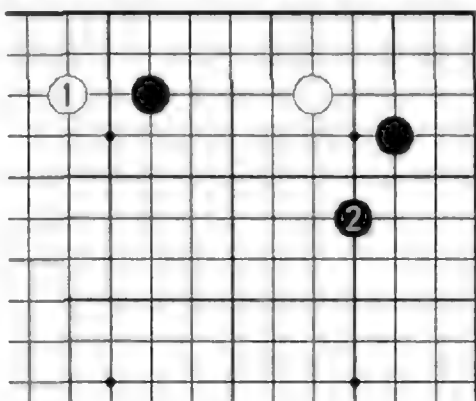


Figure 1 (1 - 43)

Figure 1 (1 - 43). A steady beginning

White 2. In modern go, 2 is usually played in the upper left. The pattern here was a favorite of Honinbo Shusai.

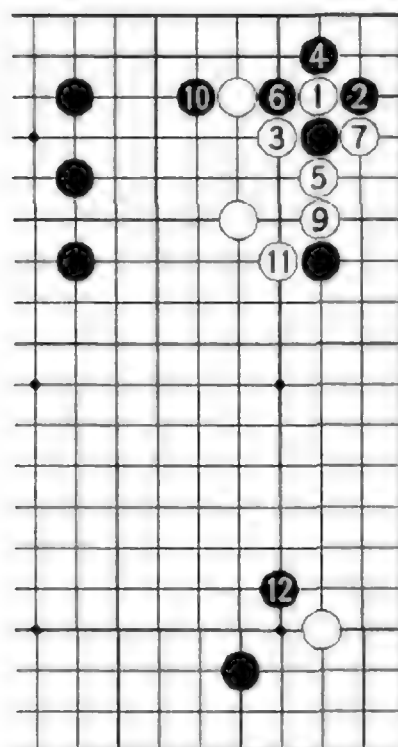
Black 3. This move too is usually in the upper left. According to Ohira, the pattern through 6 is almost never seen.



Dia. 1

White 10. An alternative to the two-space jump is the attachment at 25. If White pincers at 1 in Dia. 1, however, Black 2 is just right.

White 16, Black 17. Both players are playing steadily, each confident in his ability in the yose. Kataoka in particular, like Ishida 9-dan, is skillful at close games decided by only half a point or a point and a half. Though 'a' is possible for White 16 (Sakai 9-dan, the game referee, predicted this move), 1 in Dia. 2 gives White a poor result when Black counterhane at 4. After the sequence to 11, Black 12 is just right.

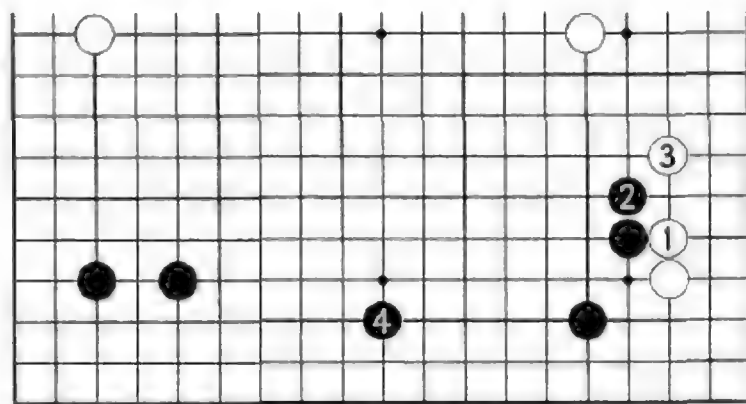


Dia. 2 (8: connects)

White 20. If White plays the ordinary move at 2 in Dia. 3, he gets heavy shape when Black descends at 5.

White 26. Since Black 27 is severe, Awaji suggested that 26 might be better at 'b'. Ohira, however, disagreed, saying that White 26 was necessary to prevent Black 26.

Black 27, White 28. A fight is inevitable since Black gets an excellent position if White crawls at 1 in Dia. 4.

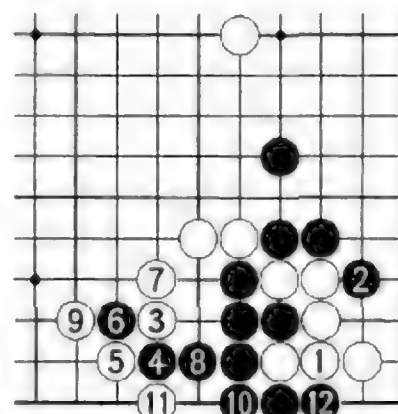


Dia. 4

Black 31. Kataoka spent 26 minutes on this move, an indication that he was probably considering the possibilities of 'b' as well.

White 40. If White connects at 'c', he loses the semeai in Dia. 5. The hane and connection in the figure make White's group alive.

Black 43. The last move before the lunch break. Black seems to have the easier position.



Dia. 5

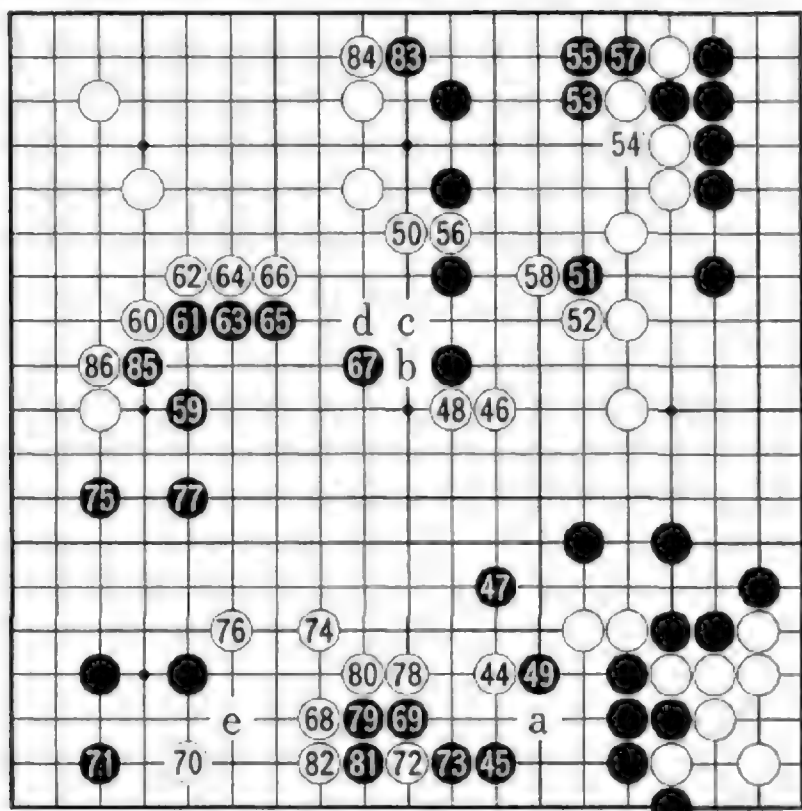
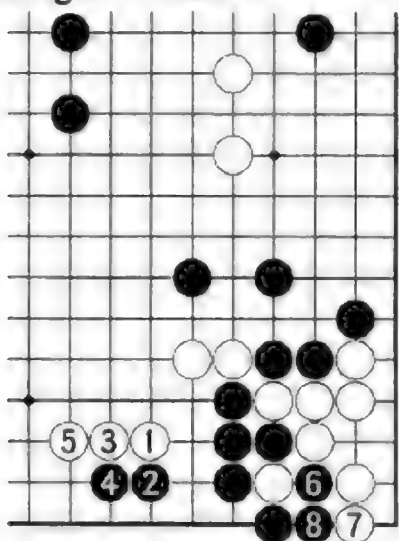


Figure 2 (44 - 86)

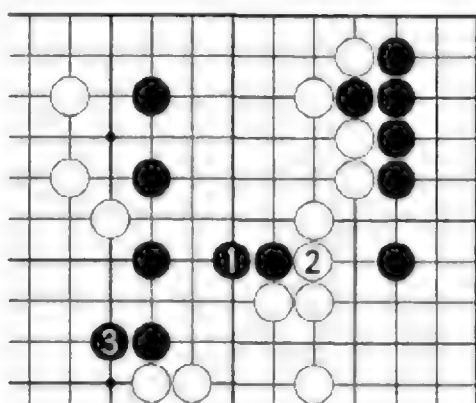
Figure 2 (44 - 86). *The lead changes hands.*

White 44. The first move that occurs to one is 'a'. Awaji, however, is concerned about the weakness of his group in the upper right. Ohira nevertheless preferred the usual move at 1 in Dia. 6, because it is severe. White would be able to find a way to take care of his weak group.

White 46 - Black 49. Although White certainly strengthens the group he was worried about and can now look forward to attacking Black instead, Black is only too happy to capture two stones at the bottom. The game at this stage is very promising for Black.



Dia. 6

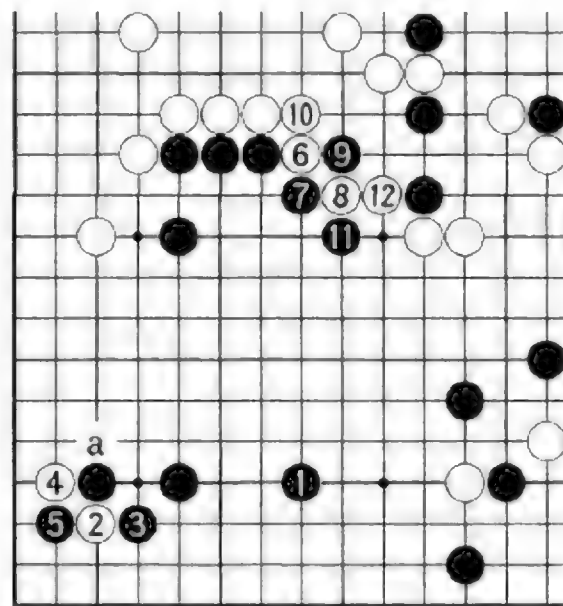


Dia. 7

Black 53. Resisting at 51 when White peeps is only natural, but switching course with 53 is a mistake. The correct move is pulling back at 1 in Dia. 7. Since White has to connect, Black can extend at 3. In the figure, once Black has played 53, he must continue with 55, since he cannot allow White to hane there. Note that if Black had answered the peep by connecting at 56, White would have played a double hane (White 'b' -

Black 'c' - White 'd') and strengthened his grip on the area in the upper left.

White 56, Black 57. Black picks up about ten points in the corner, but he loses much more than that when White secures the upper left. Black 59 is the only point from which Black can reduce the upper left. None of the moves to Black 65 can be omitted.



Dia. 8

Black 67, White 68. Can Black regain the lead by stopping White's invasion at 68 with 1 in Dia. 8? According to Ohira, White would next play two forcing moves in the corner, then take a large territory in the center. After 12, he still has another forcing move at 'a'. In Ohira's opinion, Black would not regain the lead, but Dia. 8 is still better than the result in the figure.

Black 69. The invading stone is very difficult to attack. Coming from the right, however, is the correct direction as it combines attacking and

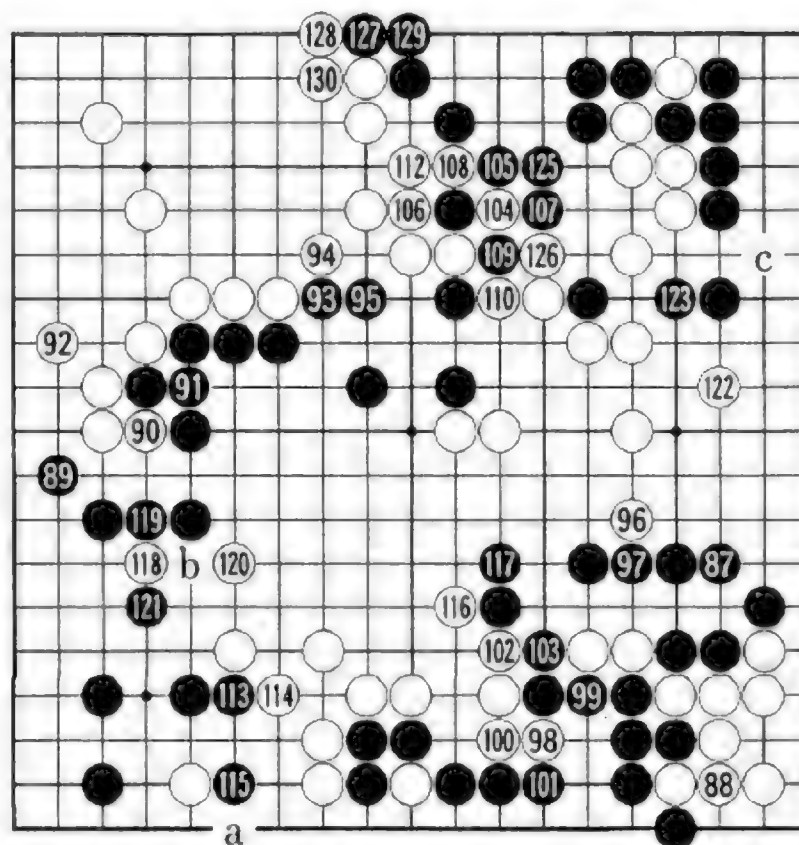


Figure 3 (87 - 130)

111: takes ko; 124: takes ko at 104

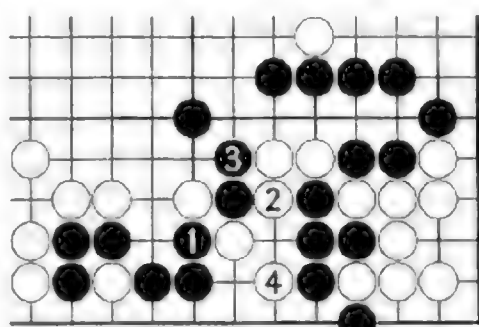
strengthening the right. If Black attacks at 'e', White immediately hanes at 'a' and has no problem looking after his stones.

Black 75. Black cannot be certain that pressing the attack will produce a good result, while one misstep would leave him too far behind in territory.

Figure 3 (87 – 130). *Awaji takes no chances.*

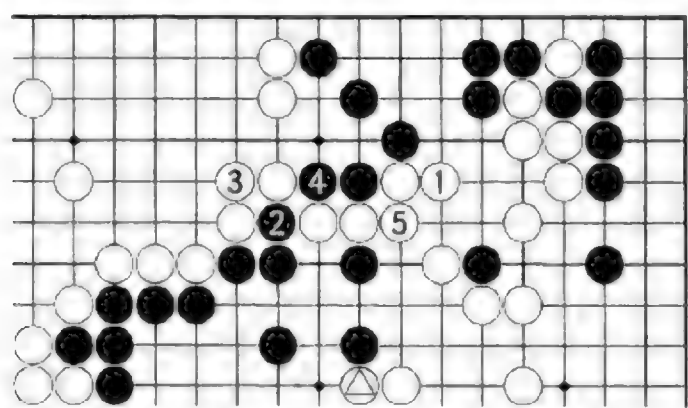
Black 99. If Black cuts at 1 in Dia. 9, he loses some stones.

White 106. Extending at 1 in Dia. 10 would be the usual move.



Dia. 9

Even though Black can cut in sente, White should not be in any real difficulty because the marked stone is in place. Awaji, not wanting to take any chances, chooses to play the solid move.



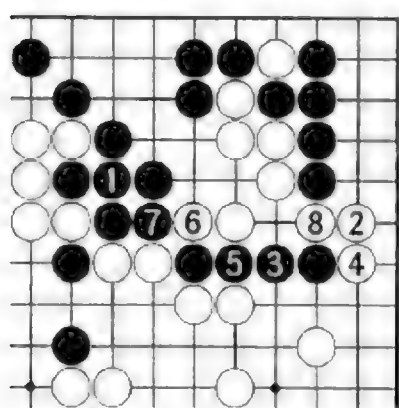
Dia. 10

White 116. White's bottom group is now completely safe. Despite Black 115, White can connect underneath with 'a'.

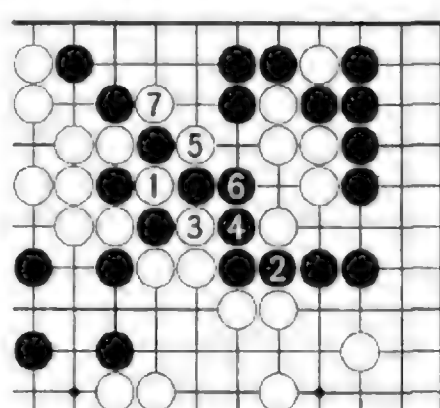
White 118. Ohira praised the timing of this peep. Black can only connect since, if he resists with 'b', White will play 119.

Black 123. This move guards against a placement at 'c'. If, for example, Black connects at 1 in Dia. 11 instead, and then tries to capture White with 3, after the placement at 2 Black is the one who is captured in the sequence to 8.

Black 125. Black can capture five white stones



Dia. 11



Dia. 12

with the sequence in Dia. 12, but it would be a loss.

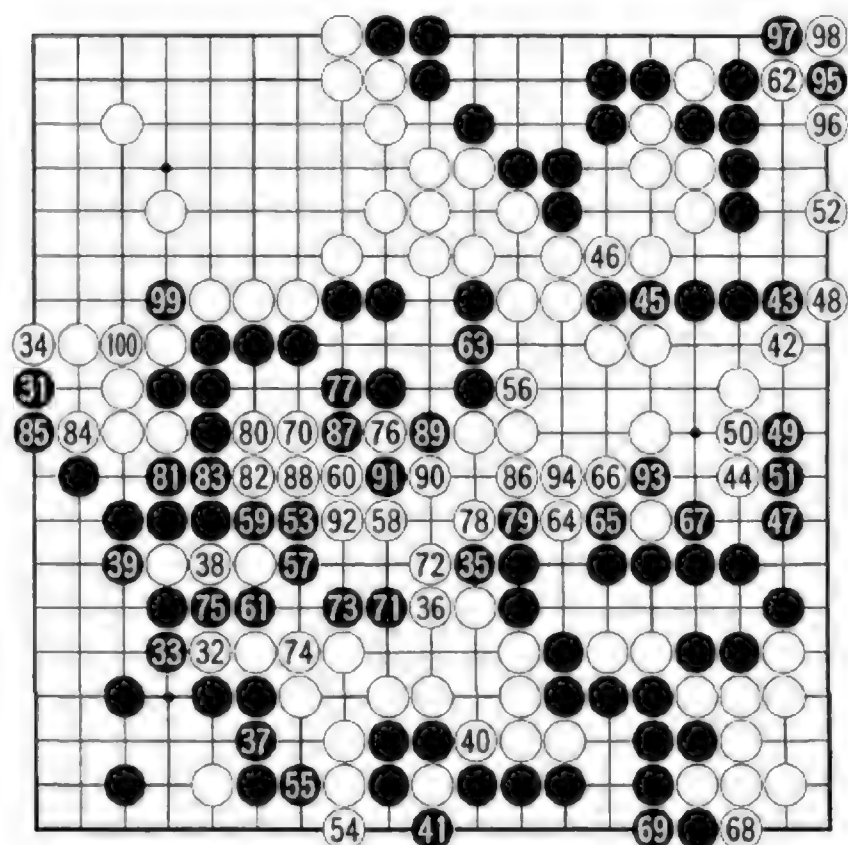


Figure 4 (131 – 200)

Figure 4 (131 – 200). *White is still ahead.*

Black 31. Although the game is close, White still has the edge as the yose begins.

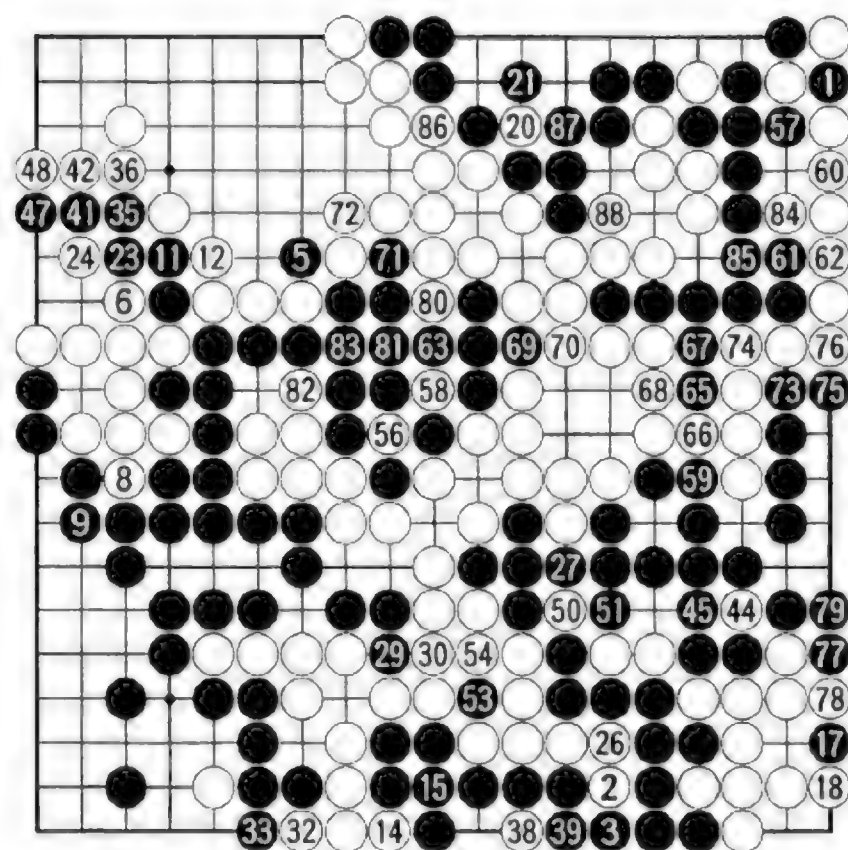


Figure 5 (201 – 288)

Ko: 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34, 37, 40, 43, 46, 49, 52, 55; 64: connects below 58

Figure 5 (201 – 288). *Awaji evens the series.*

Kataoka is not able to close the gap. Unlike the first game and despite a difficult yose, Awaji kept his head to finish the game with a safe margin.

White wins by 4½ points.

(Translated from the Tokyo Shinbun by David Thayer.)

Game Three

White: Kataoka

Black: Awaji

Played on 28 November 1983 in Abashiri.

Commentary by Kojima Takaho 9-dan.

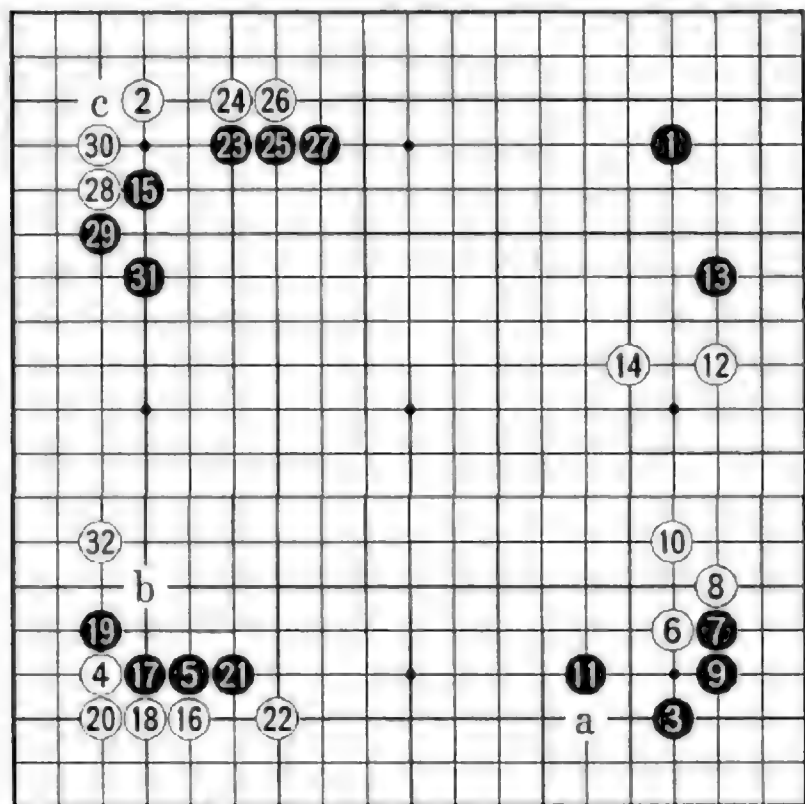


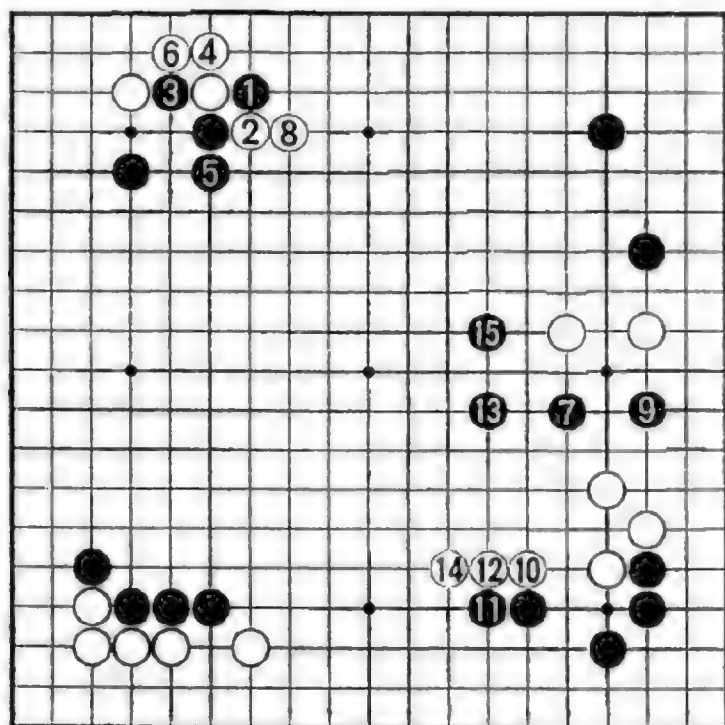
Figure 1 (1 - 32)

Figure 1 (1 - 32). *Three josekis make a lost game.*

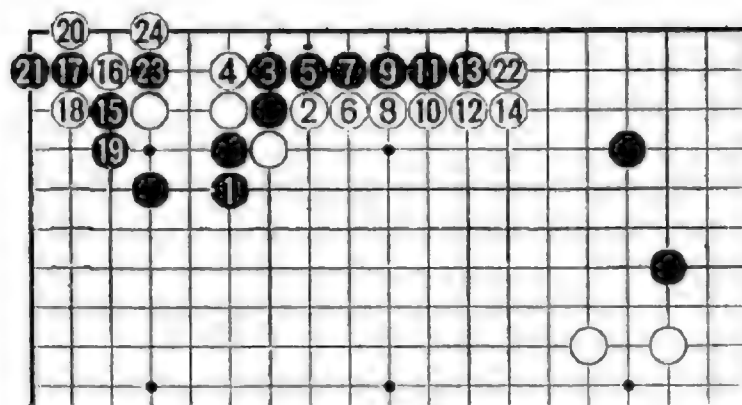
Black 11 is unusual. In contrast to 'a', it increases the value of the bottom area. I can't help wondering about the exchange of 13 for 14. If Black were at 'a', though, there would be no reason to have doubts about it.

Black 15. Black should play at 'b' to make the most of the bottom area. Around this point Awaji starts to go off the rails.

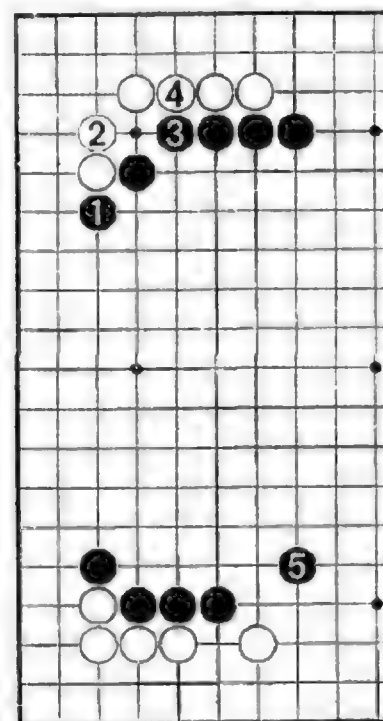
Letting White poke his head out at such a good point as 22 is worrying.



Dia. 1



Dia. 2



Dia. 3

Let's stop and consider Black's strategy. He has to take into account White's thickness up to 14 on the right. After the game Awaji commented that perhaps he should have attached at 'c' with 23 and I agree completely. The result when Black plays the joseki from 23 is inadequate for him. The thickness Black builds on the left loses half of its appeal when you remember the influence of White 14.

Black 25. Black must block at 1 in Dia. 1. The ladder is bad for him, but he can be satisfied if he can split up the right side with 7 and 9. If one hypothesizes the sequence to 15, one can find no reason for Black to complain.

Alternatively, Black could simply extend at 1 in Dia. 2 (omitting 3 in Dia. 1). Black might feel reluctant to crawl along the second line up to 13, but he can continue with the 15 - 17 combination. Black seems unlikely to get a bad result from this ko.

Black's play to 31 is too lacking in resourcefulness: it is unlike Awaji's usual self. After all, it gives White the superb point of 32, to which Black has no answer. After this, Black gets no real chance to win, which leads to the conclusion that at this point, after three josekis have been played, White already has a won game. A strange

state of affairs indeed. This game is a model example of the bad selection and combination of josekis.

For 29, Black could have considered making a hane at 30, and for 31, he could at least have tried taking sente with 3 in Dia. 3 so that he could play first at the bottom.

Black's fuseki strategy has been in tatters since 15. This is an unbelievable opening from Awaji, who usually starts solidly and makes his dash in the latter part of the game.

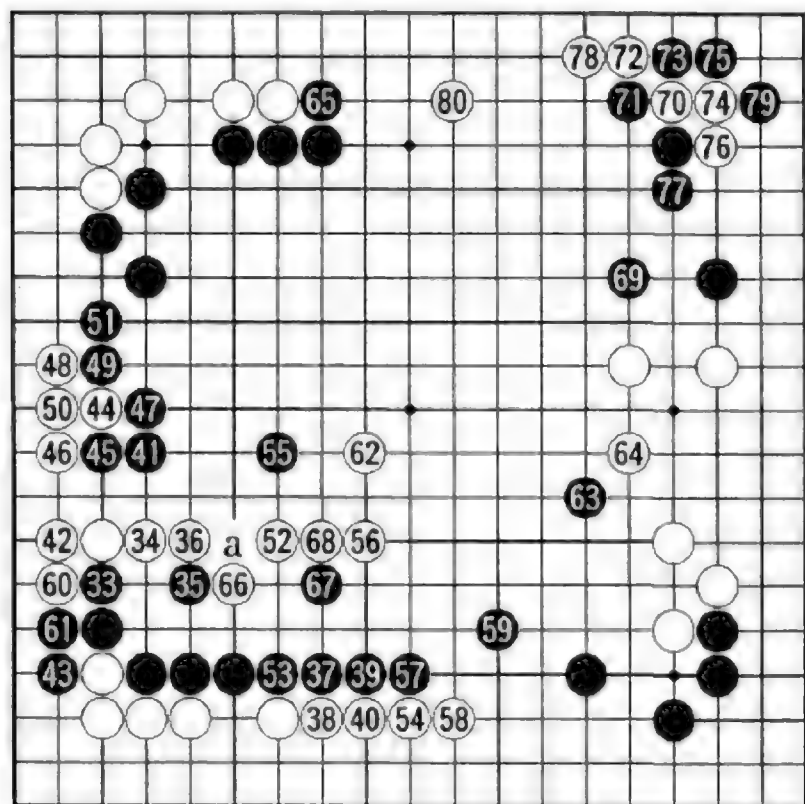


Figure 2 (33 – 80)

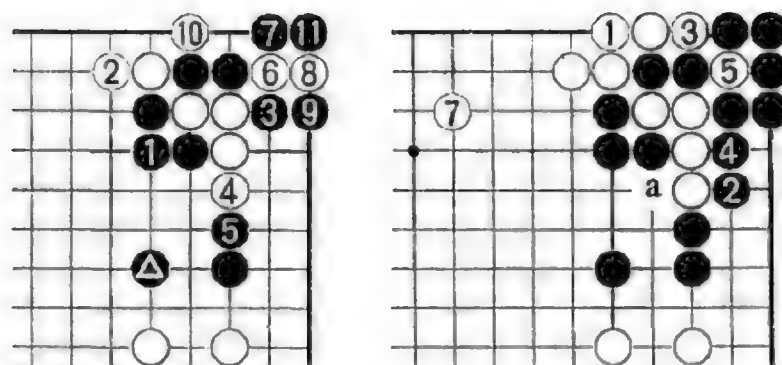
Figure 2 (33 – 80). No opportunities

Black 33 is necessary, but it is quite painful, considering that Black cannot hane at 'a' in answer to 36 ('a' being the natural follow-up to 33 and 35).

White 48 secures the group and eliminates the last of White's worries. White has outmanoeuvred Black and denied him any opportunity to use his thickness on the top left. Not that White has played with particular skill – Black has needed no help in spoiling his game.

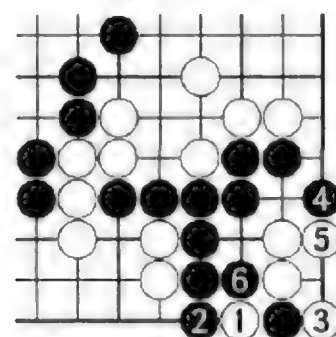
Black 69 is an attempt to make up some lost ground, but it is not blessed with success. White 70 is perfectly timed and stops Black 69 from having much effect. For 69, the natural move is 71, which would have kept the game close, though with Black behind. Black plays 69 because he doesn't like the prospect of losing inch by inch, but White has no trouble laying waste to the top with 70.

Black 77. Black is in trouble if he cannot con-



Dia. 4
12: at 6; 13: at 8

Dia. 5
6: retakes



Dia. 6

nect at 1 in Dia. 4. As it happens, he can't, for White has a good move with 4. Note that the marked black stone is completely useless. Next, White plays 6 to 12, then –

Dia. 5. White forces with 1 to 5, then extends to 7. He is satisfied. Since he still has 'a' to aim at, he gets a better result than in the game.

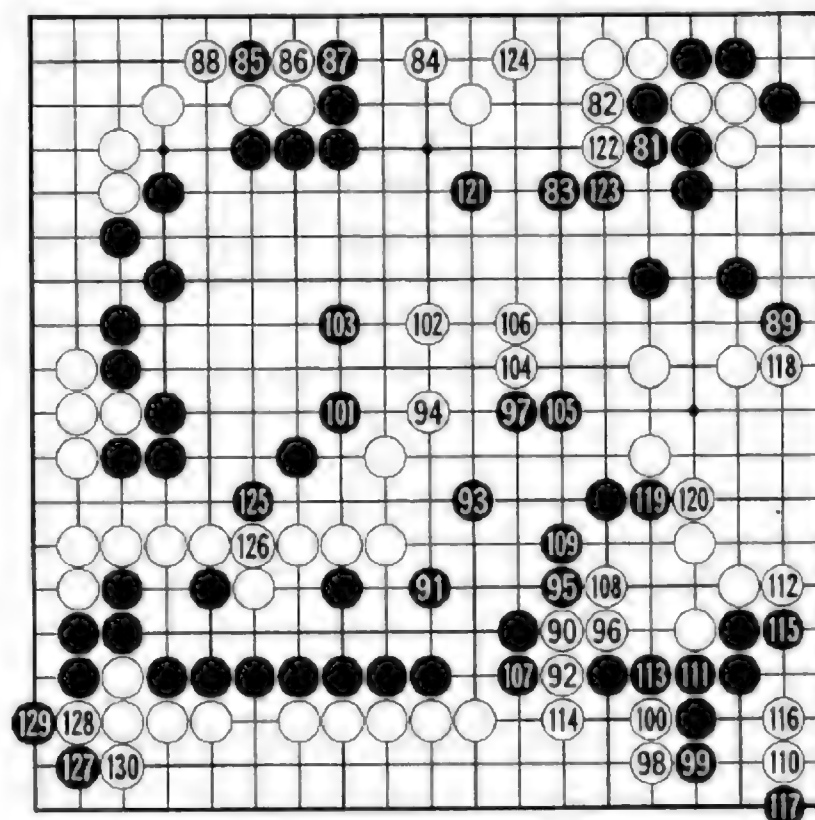


Figure 3 (81 – 130)

Figure 3 (81 – 130).

White 84, securing life, makes White's lead more and more tangible.

White 118. White calculates that he does not need to play the ko in Dia. 6 to win. In any case, Black needs more than one move to live, as we will see later. Playing the ko might have finished the game off earlier, however.

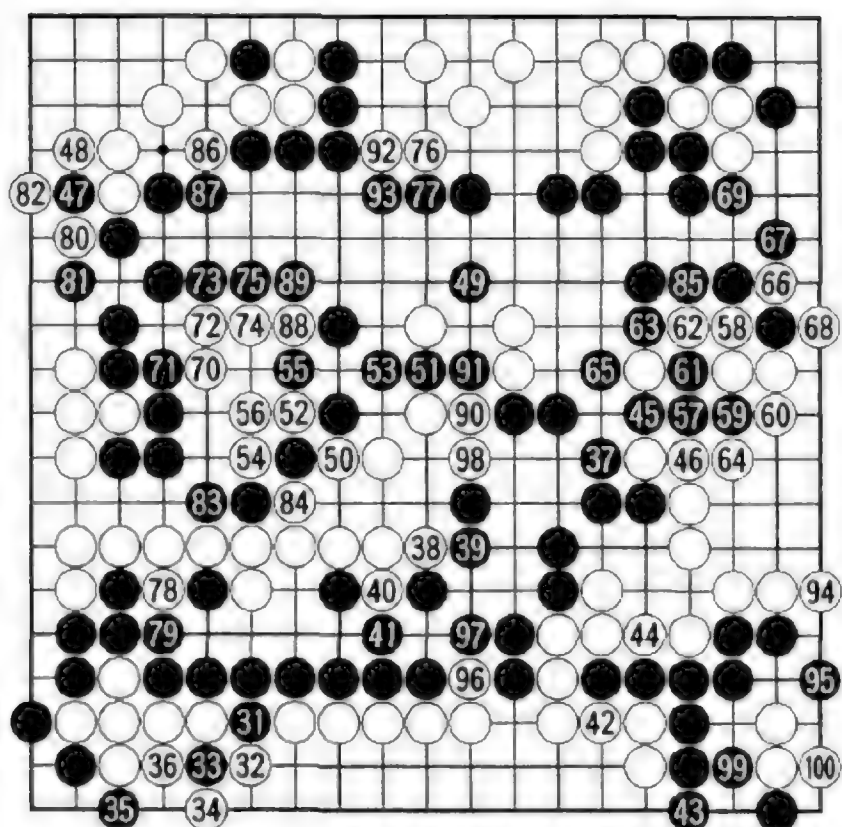


Figure 4 (131 - 200)

Figure 4 (131 - 200). *Already decided*

Some startling furikawaris took place in the endgame, but they did not bring about an upset. White led from beginning to end.

There were no redeeming points for Awaji in this game, but I guess that this is an experience everyone has sooner or later if he plays go long enough.

(Note: the corner is a seki after 100.)

Black resigns after White 200.

('Kido', January 1984. Translated by John Power.)

Game Four

White: Awaji Shuzo

Black: Kataoka Satoshi

Played on 12 December 1983 at the Nihon Ki-in.

Commentary by Kataoka.

Figure 1 (1 - 33). *Floating stones are trouble.*

It is essential to occupy the 3-4 point with Black 9 after the joseki in the upper left.

Awaji was reluctant to make a kakari against the upper right with White 12 because he thought Black would hane to the right of 6 in response.

Black takes the lead when he seals in White's lower right corner by way of making a ladder-breaker and can enclose the upper corner at 29. But perhaps Black 31 should be at 'a'; White 'b', Black 'c' would follow. White 32 sets up a troublesome attack.

Also, Black can consider the more restrained move at 1 in Dia. 1 for 31. The sequence to 9 would follow.

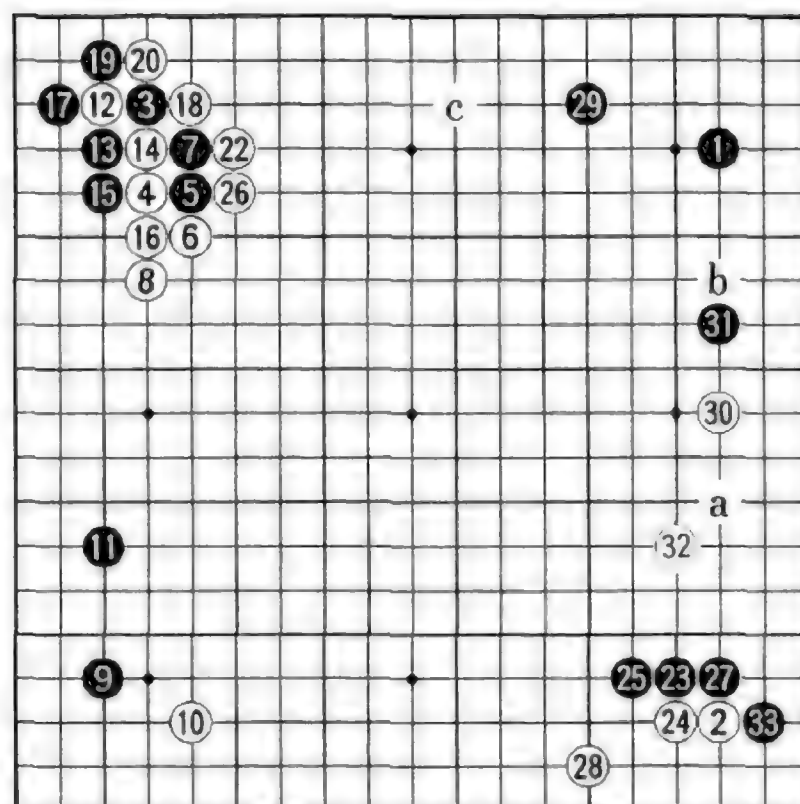
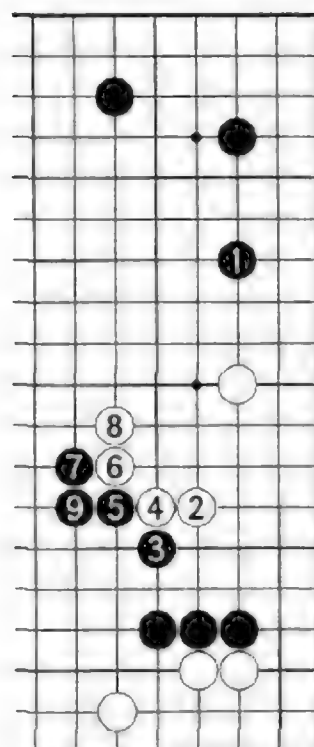
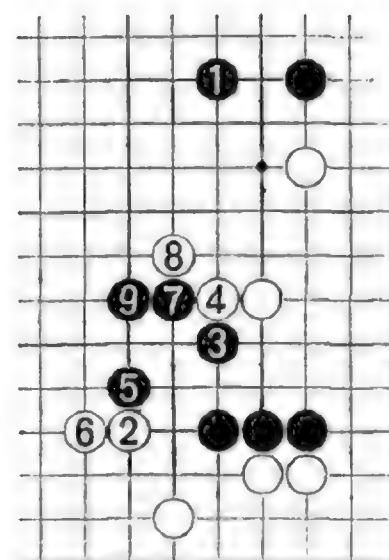


Figure 1 (1 - 33)

21: connects



Dia. 1



Dia. 2

Black 33 initiates action against White's corner but this is questionable. It is more natural to jump to 1 in Dia. 2, making good use of Black 31. The sequence through 9 would result.

Figure 2 (34 - 60). *White on top*

White 36 is a good move which frustrates Black's attempted coercion of this corner. Black had expected White 37, Black 'a'. Black breaks through with 37 and 39, but White 38 and 40 are simple and effective.

Jumping to Black 41 is another mistake. Attaching at 1 in Dia. 3 would make better use of his opportunities; since Black 'a' or 'b' has a direct influence on the corner, White must watch his step. For instance, if White 4 at 5, Black 'c' sends him reeling. Black could also handle White

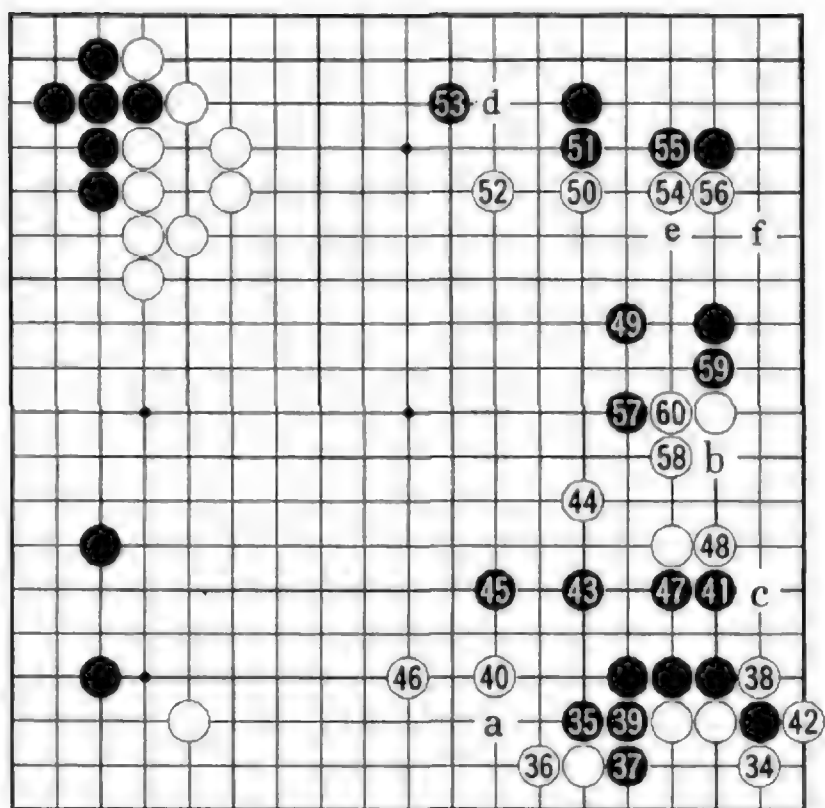


Figure 2 (34 - 60)

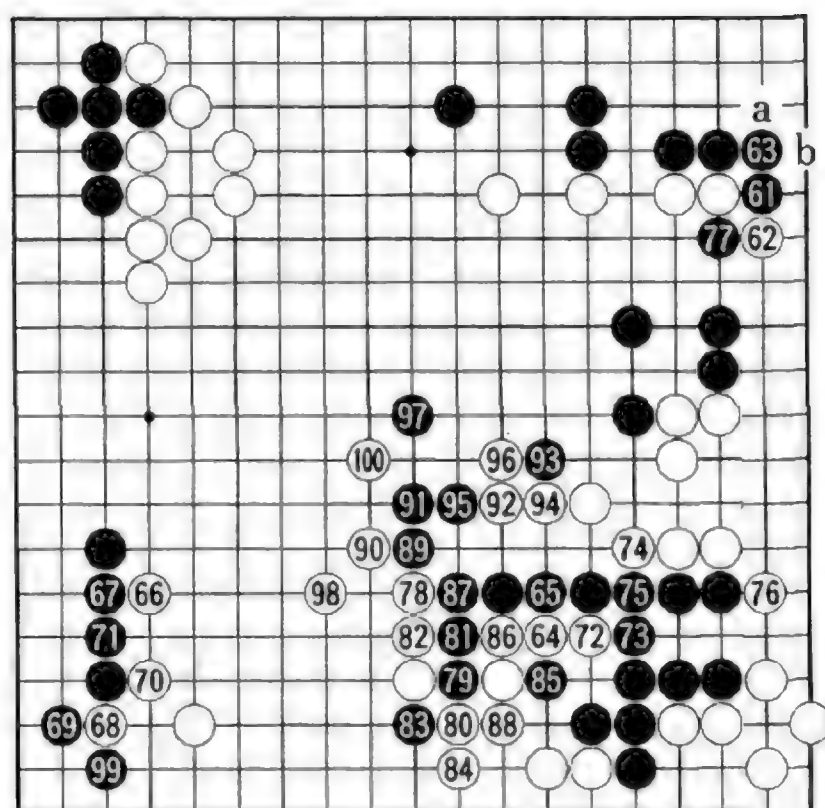
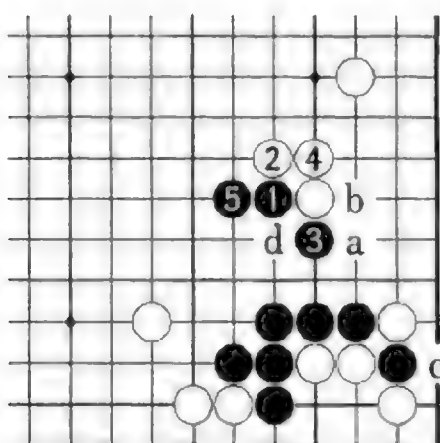
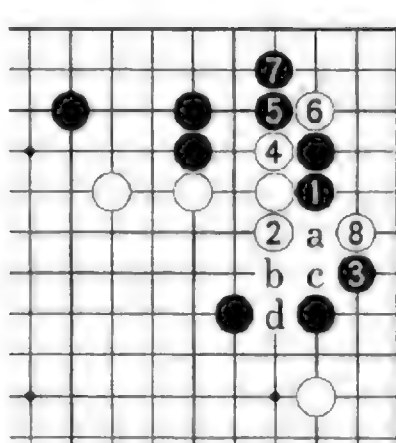


Figure 3 (61 - 100)



Dia. 3



Dia. 4

2 at 'd' by cutting at 3.

Kataoka thought about using Black 47 to attack at 58 but was afraid of White 48, Black 'b', White 'c'. However, when White blocks at 48 the game is looking good for him.

Black 51 is yet another mistake. It should be at 'd': White 'e', Black 55, White 52, Black 'f'.

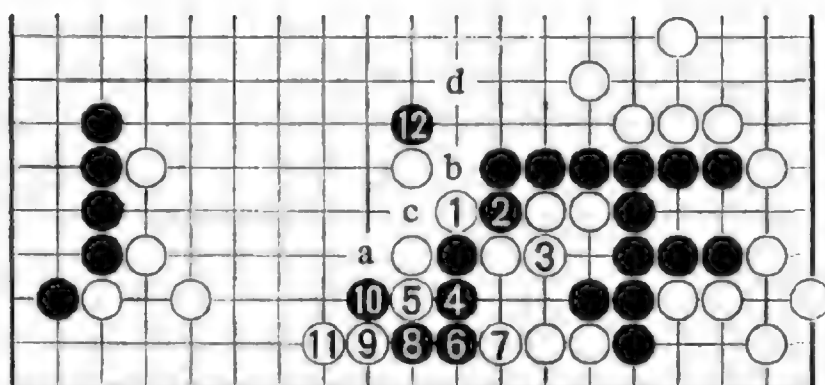
Black cannot answer White 54 with 1 and 3 in Dia. 4 because after White 2 through 8, Black's stone in the center is cut off: Black 'a', White 'b', Black 'c', White 'd'.

The consensus was that White was on top after blocking at 56 and playing 60.

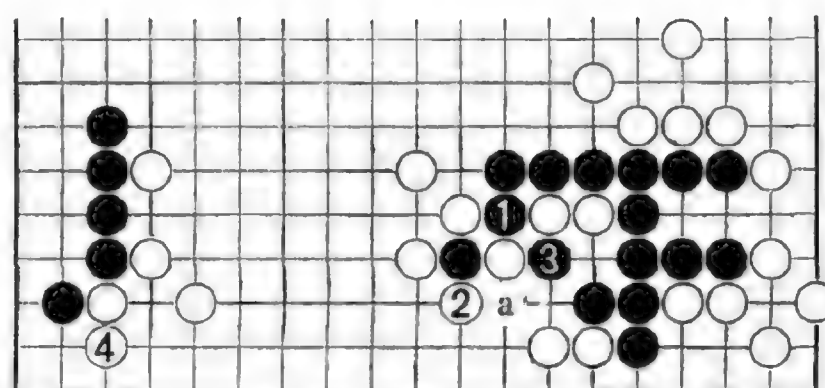
Figure 3 (61 - 100). Awaji misses his chance.

Black hanes and connects with 61 and 63 because he disliked the prospect of White 63, Black 'a', White 62, but that could be met by Black 'b'. Black should have defended himself at 85 instead.

White forces with 64 through 74 and since the situation favors him, he plays it safe with 76, but Kataoka was more afraid of his connecting at 77. Consequently, he cut at 77, making the outcome of the game dependent on how much profit White



Dia. 5



Dia. 6

can realize with an attack on Black's weak group.

Black wedges in at 79 to give himself something to work with. Kataoka was grateful for 80. He expected White 1 in Dia. 5. If White answers by connecting at 3, Black sacrifices four stones so that the attachment at 12 solves his problems. If next White 'a', Black fixes his shape with 'b', White 'c', Black 'd'.

But if White answers by capturing with 2 in Dia. 6 and then plays 4, he clearly has the advantage, notwithstanding Awaji's distaste for the atari Black has at 'a'.

Somehow White missed his chance and when Black ataris at 99, an upset is in the offing.

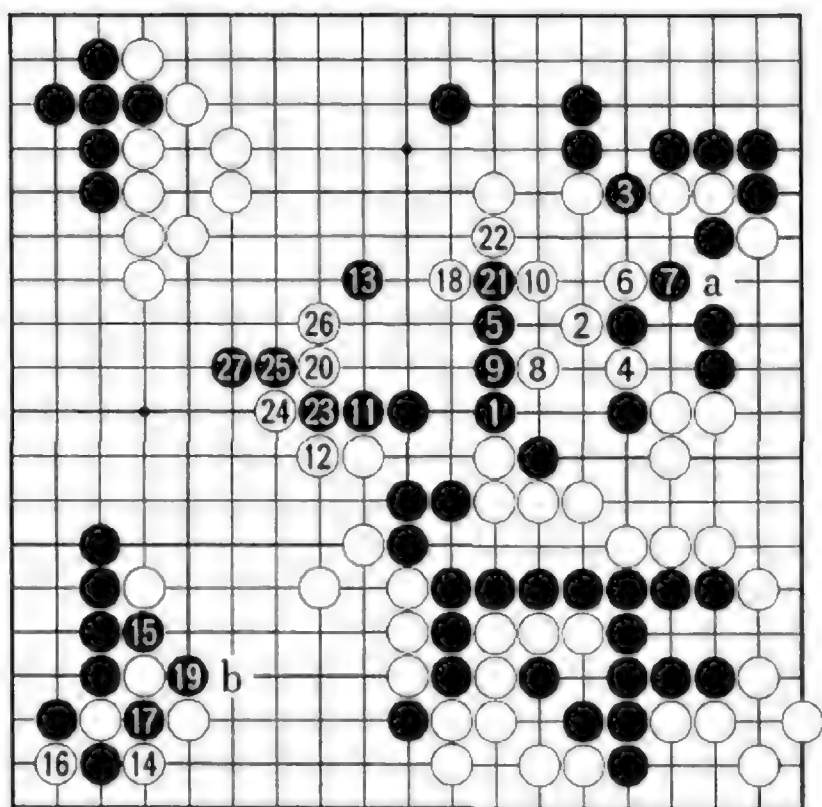
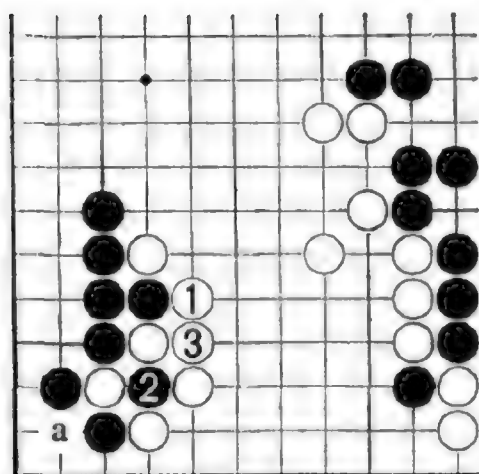
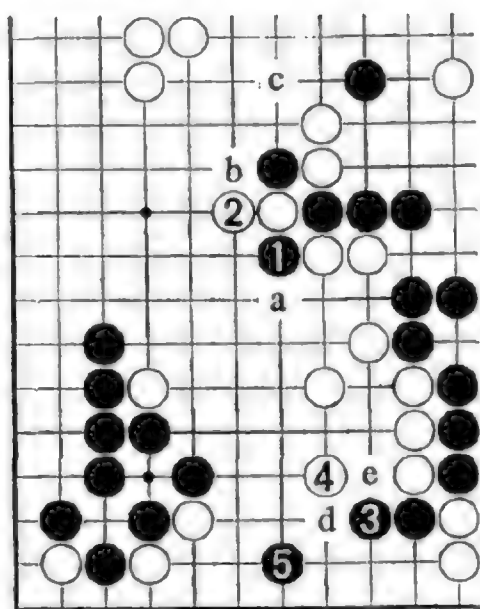


Figure 4 (101 - 127)



Dia. 7



Dia. 8

Figure 4 (101 - 127). White is hasty.

White has no choice but to go all out against Black's group. White 2 is a severe move that aims at the atari at 'a'. Black gives way with 3 and 5, and 7 is a good move that eliminates any action for White here. On the contrary, White must play 10 to avoid being separated.

Defending at 13 gives Black a small advantage.

White goes for broke with the cut at 16 but this is hasty; it would have been more wise to attack in the center at 18, and after Black 23 and White 24, he would have had more ko material. Also, the game would still have been close had White blocked at 1 in Dia. 7. When White recaptures the ko it is not clear that Black can afford to simply connect at 'a'.

Capturing at 19 in answer to White 18 shows how determined Kataoka was, but he would also have had the lead if he had answered 18: White then recaptures the ko and Black plays 19, White 17, Black 'b'.

Ohira Shuzo 9-dan suggested that at 27 Black cut at 1 in Dia. 8. That makes the nobi of 3 a good move and if White 4, Black aims at killing the white group by linking up with 5. In this shape, an extension at 'a' aims at enveloping White with 'b' and 'c' and White would be hard-pressed to handle the situation. Trying to attack at 'd' with 4 runs into Black 4 and White cannot cut at 'e' because of his shortage of liberties.

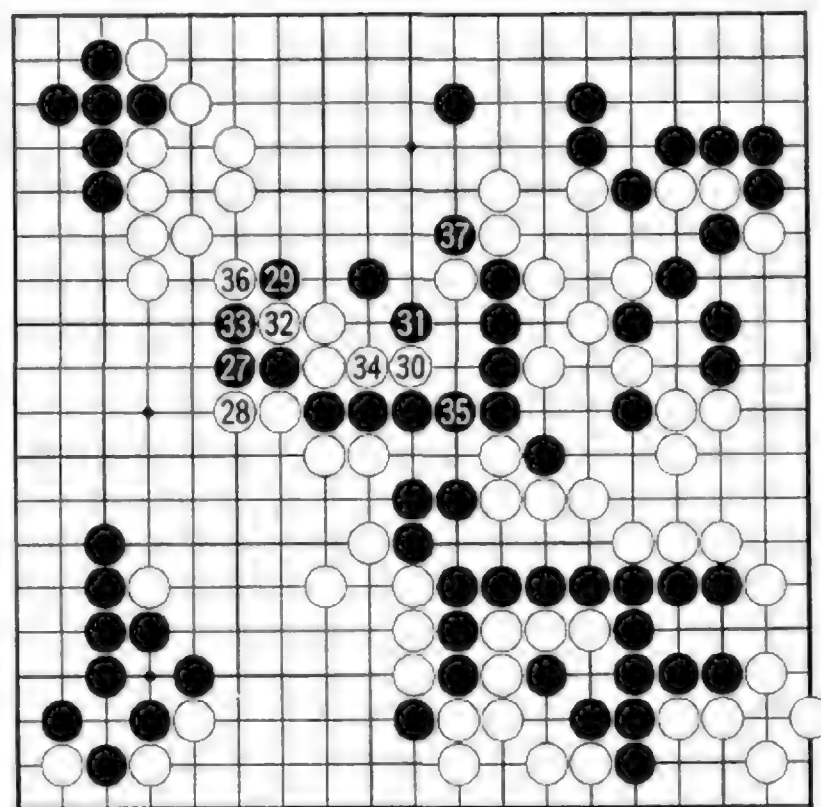
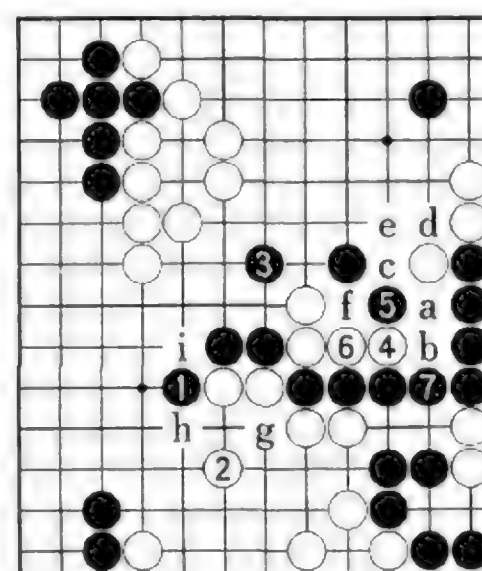


Figure 5 (127 - 137)

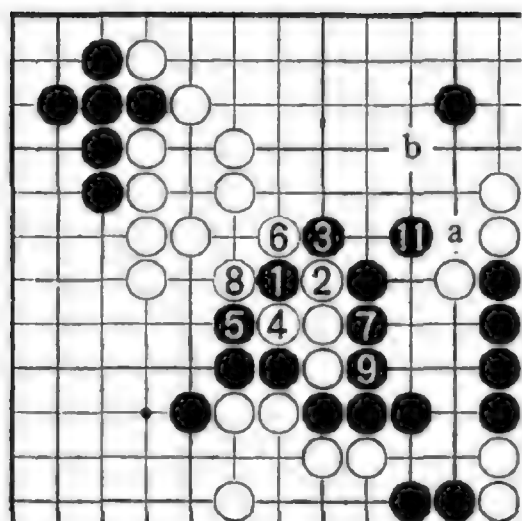


Dia. 9

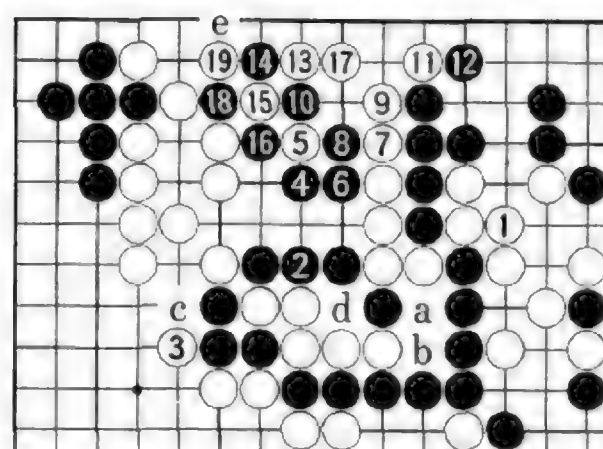
Figure 5 (127 - 137). I didn't see that!

The nobi of Black 27 is also good, but for 29, Black should hane at 1 in Dia. 9. If White defends at 2, 3 gets Black out of the woods. If White 'a' after 7, Black can capture White with 'b', White 'c', Black 'd', White 'e', Black 'f'. Should White defend the top instead of 2, Black 'g' is severe; if 2 at 'h', Black copes with 'i'.

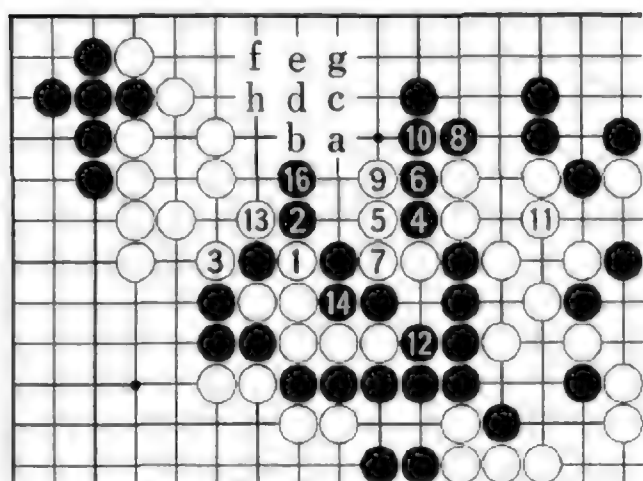
Another variation is shown in Dia. 10. Black squeezes White with 7 etc., and plays 11, which gives him the option of 'a' or 'b'.



Dia. 10
10: connects

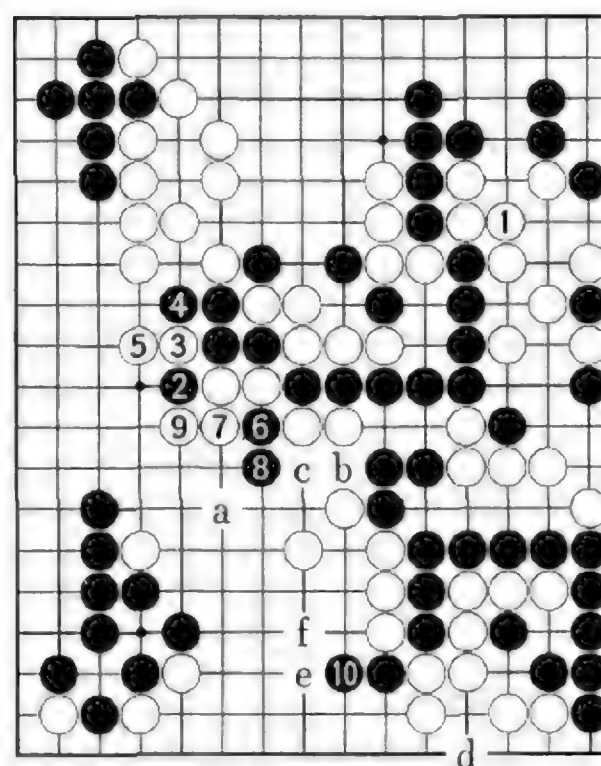


Dia. 12



Dia. 11
15: connects

Kataoka had seen none of this, being intent on saving his group with the cut at 37. He was immersed in reading the complexities that would follow White 36 at 1 in Dia. 11. Again Black squeezes White and extends at 16. The capturing race that follows White 'a' etc. through Black 'h' favors Black by one move!



Dia. 13

Figure 6 (136 – 155). A difficult fight

White 38 and 40 are the strongest moves here but he abandons his attack with 44 and 46. If White had stuck it out with 1 in Dia. 12 instead of 44, Kataoka planned to play 2 and 4. However, Ohira 9-dan pointed out that the attachment of White 5 leads to a difficult fight. (In the center, White 'a' etc. through Black 'd' leave White cut off.) Black plays 'e' after 19, resulting in a ko and a chaotic situation.

Later Kataoka said that Black could answer White 1 in Dia. 13 with the hane of 2. He is aiming at Black 10. If next White 'a', Black 'b', White 'c' and Black kills the lower side with 'd'. White still cannot attach at 'e' because of Black 'f'.

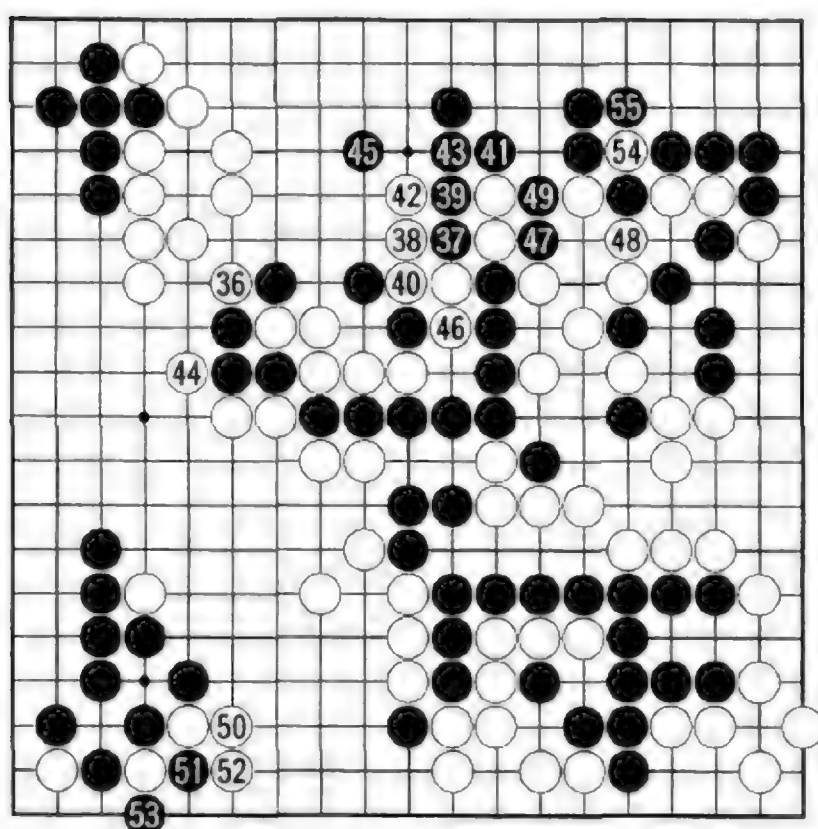


Figure 6 (136 – 155)



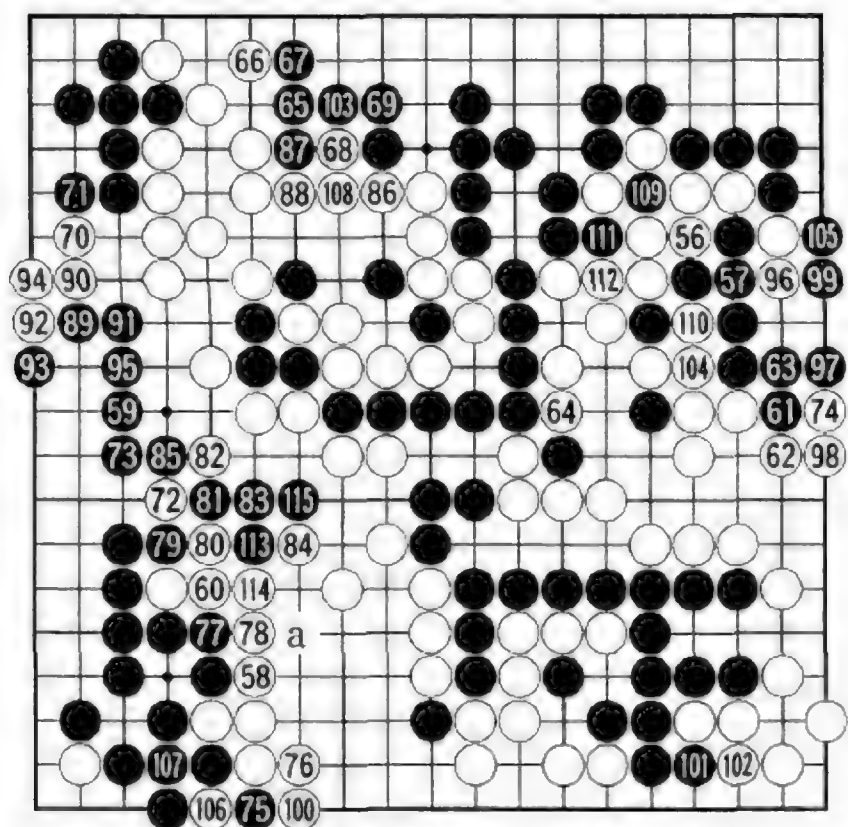


Figure 8 (156 – 215)

Figure 8 (156 – 215). Kataoka's first title defence

It was better to play Black 59 at 78, White 'a', Black 75, White 76, Black 114. Also White 74 at 85 would have made the game closer, but it does not make any difference. At the end Black is twelve or thirteen points ahead on the board.

White resigns after Black 215.

(*'Kido'*, Feb. 1984. Translated by Bob Terry.)



Kataoka completes his first defence of the Tengen title and maintains his place as the leader of the post-Cho generation.

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棋聖戦 8th Kisei Tournament

The 8th Kisei title saw yet another dramatic clash between two redoubtable and tenacious go players: Cho Chikun, the only player ever to hold the top four titles simultaneously, who, at the age of 27, is still improving; and Rin Kaiho, former grand champion who in his 41st year has made a great comeback to the peak of the go world by recapturing the Honinbo title after a blank of 11 years. The clash between these two was of particular interest because Rin was the first and so far the only player to make a serious dent in the aura of invincibility that has grown up around Cho.

Everyone predicted a long, tough struggle between these two, so it was a surprise when Cho swept through the first three games. However, it was at this point that Cho, with memories of Rin's upset in their Honinbo title match last year, said, probably only half in jest, that he had given up hope of defending the Kisei title. His fears proved to be justified, for the challenger rallied strongly to take the 4th and 5th games. Unfortunately for Rin, however, this time history did not repeat itself: in a dramatic climax in which both players thought that they had pulled off a half-point victory, the defending champion managed to break the siege of his citadel.

Before looking at the title match, we present our customary review of the whole tournament.

Stage One

Listed below are the winners of the individual dan sections. Other players listed also gained a place in the second stage of the tournament. Beginning with the 8th term, however, the 1st and 2nd place-getters in the 9-dan section are seeded directly into the 3rd stage of the tournament.

- 1-dan: Yokochi Susumu (Kansai Ki-in)
- 2-dan: Onda Yasuhiko
- 3-dan: Moriyama Naoki (Kansai Ki-in)
- 4-dan: Yoda Norimoto
- 5-dan: Hikosaka Naoto
- 6-dan: Aragaki Takeshi
- 7-dan: Kiyonari Tetsuya (Kansai Ki-in); 2nd: Inoue Kunio
- 8-dan: Awaji Shuzo; 2nd: Nakamura Hidehito
- 9-dan: Rin Kaiho; 2nd: Ohira Shuzo; 3rd: Otake Hideo, Honda Kuniyoshi; 5th: Hashimoto Shoji, Sonoda Yuichi

9-dan Final

White: Rin Kaiho

Black: Ohira Shuzo

Played on 4 July 1983 at the Nihon Ki-in.

Commentary by Kato Masao.

Figure 1 (1 – 55)

Black 21. The fighting approach. Black could also treat 9 as a light stone and just extend to 25. The fight that follows 21 eventually spills right across the board.

White 26. To prevent Black from connecting up at the bottom. Black is forced to flee towards the centre.

White 40. Perhaps premature. White could try jumping to 45 first, forcing Black 51, then con-

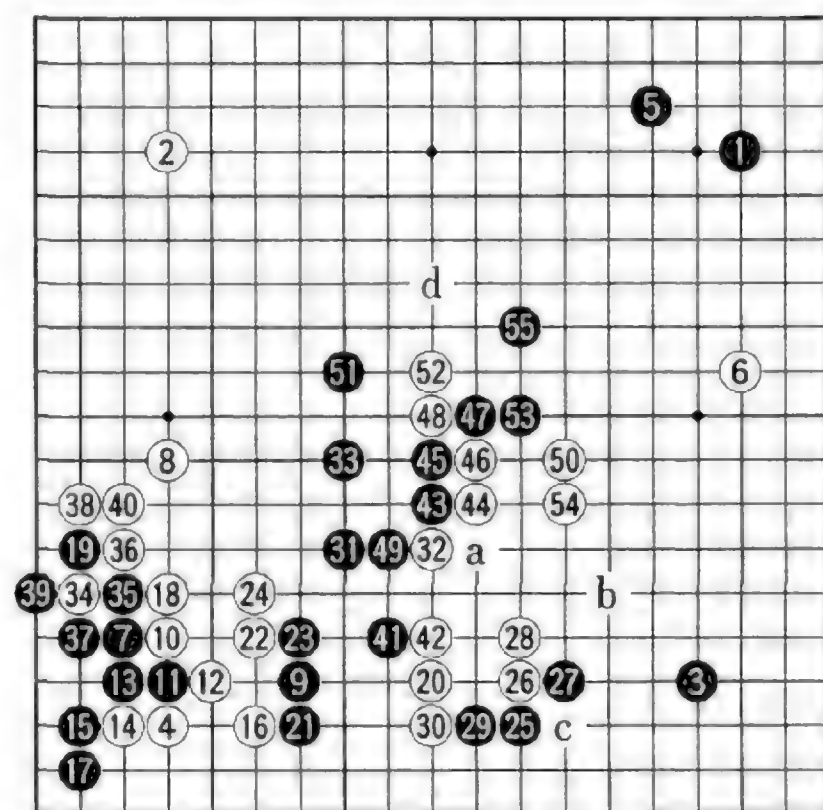


Figure 1 (1 – 55)

nect at 40. Black 43 is a severe attack. However, Black 47 looks like an overplay. Black should simply extend at 48.

White 50. Connecting at 'a' is better, as 50 makes Black 53 sente. If White 'a', White's group is safe, as he has a follow-up at 'b' (threatening 'c'), so he could get a step ahead by answering Black 53 at 'd'.

The result to 55 is just a little unsatisfactory for White, but the aerial fight continues.

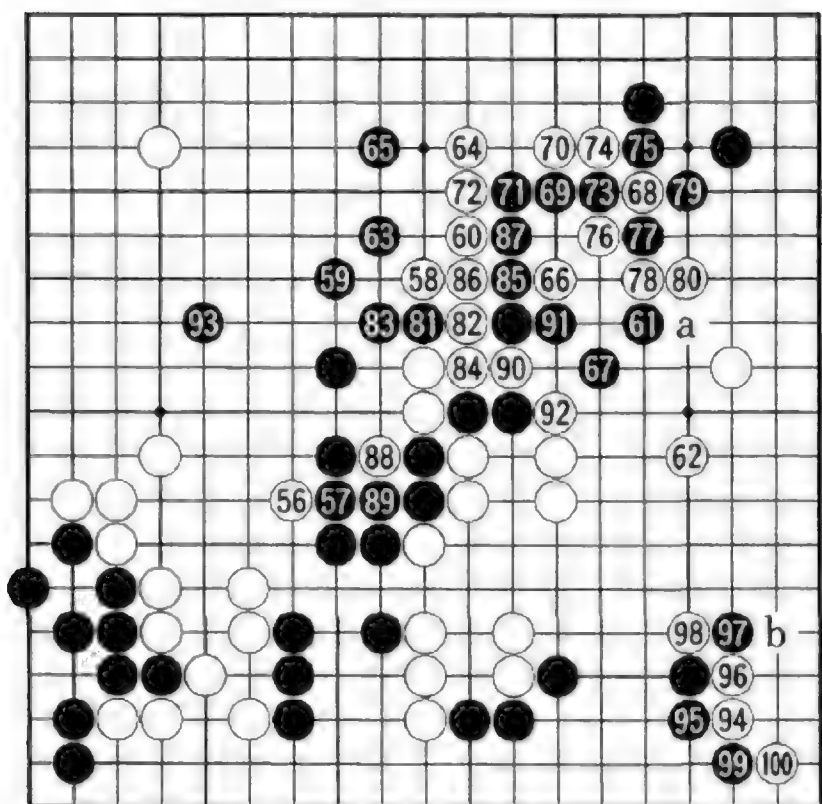


Figure 2 (56 - 100)

Figure 2 (56 - 100)

In this figure, Ohira attacks strongly with 63 and 69. Rin counters with a sacrifice tactic, but Ohira's attack moves into top gear with the wari-komi of 81. At this point Black is leading.

Up to 92, Rin just barely survives the attack. Black is left with a large move at 'a' and is satisfied.

White 98. Rin is desperate: living sedately with 'b' is not enough. Considering he is ahead, Ohira should have compromised with 97 at 98.

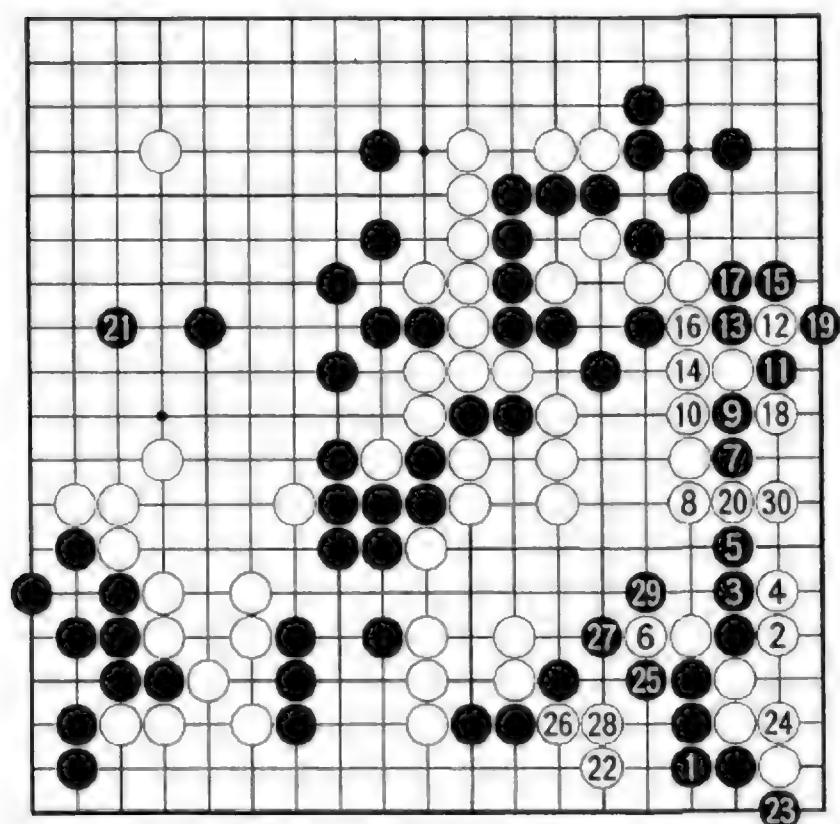


Figure 3 (101 - 130)

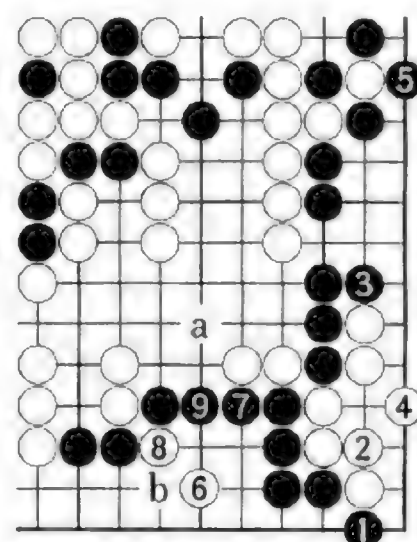
Figure 3 (101 - 130)

Black 17. Ohira's first mistake. He should follow Dia. 1, playing 1 and 3 in sente. If then

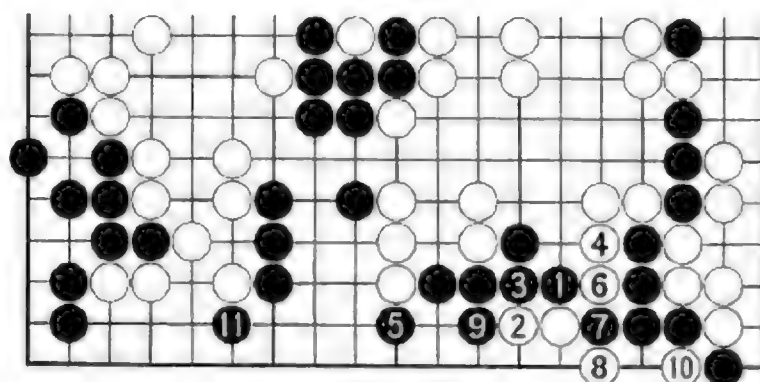


Ohira Shuzo

Born 16 March 1930 in Gifu prefecture. Entered the Kitani school in 1941, made shodan in 1947, reached 9-dan in 1963. Won the 4th Kodansha tournament in 1960, won the 13th Nihon Ki-in Championship from Sakata in 1966, defended the title for the next three years, then won it again in 1972. Also won the 10th Haya-go (fast go) championship in 1977.



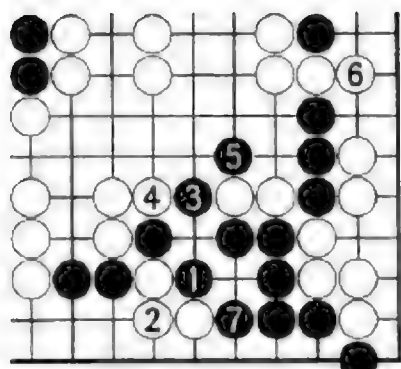
Dia. 1



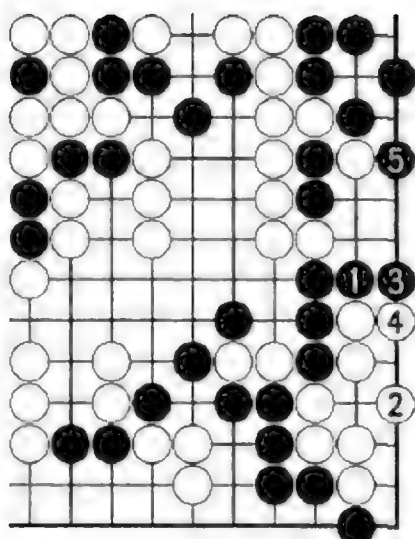
Dia. 2

White attacks at 6, Black plays 7 and 9, making miai of 'a' and 'b', and his group is safe. After 20 in the figure, Black 'a' in the diagram no longer works.

Black 21 gives White his chance. After 22 to 28, the black group is dead. The actual culprit is Black 25. Black could at least have saved half



Dia. 3



Dia. 4

his group by following Dia. 2. That would have given a close game.

Black 27. If at 1 in Dia. 3, White gets a ko. Black's only ko threats are against the white group on the bottom left of the figure and he cannot capture all of it with two moves, so he would still lose.

White 30. Necessary to stop Black from linking up as in Dia. 4.

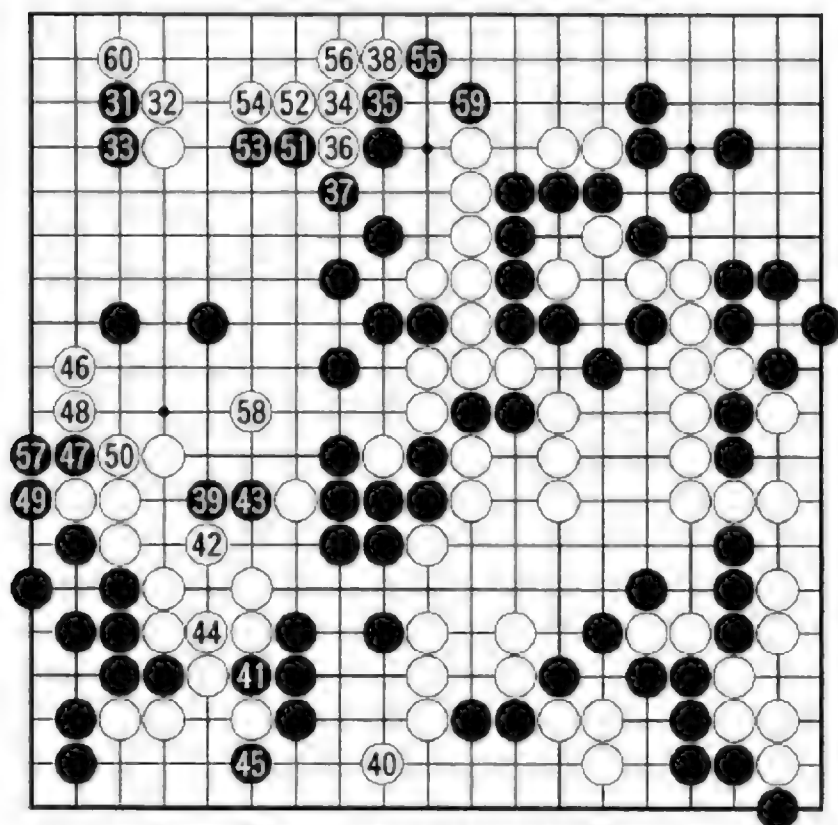


Figure 4 (131 - 160)

Figure 4 (131 - 160)

White 40 eliminates all the aji on the bottom right.

Rin has a superb record in the 9-dan championship, having won it three times out of the four times he has competed (the other time he was second). However, this time he did get a little bit of help from Ohira, who faltered after making a good start.

Black resigns after White 160.

Stage Two: The All-dan Playoff

The second stage begins with a kind of knock-out tournament between the lower dan winners. The results were:

Onda beat Yokochi, Moriyama and Yoda, then lost to Hikosaka, who beat Aragaki and Inoue, thus earning a place in the quarter-finals of this stage.

Quarter-finals. Sonoda beat Hikosaka, Awaji b. Otake, Kiyonari b. Honda, Nakamura b. Hashimoto Shoji.

Semifinals. Awaji b. Sonoda, Kiyonari b. Nakamura.

Final. Awaji b. Kiyonari.

Below we present the final, which, with its ¥2,000,000 prizemoney, is worth almost as much as a minor title. The performance of Kiyonari in reaching this final was outstanding. He is one of the hopes for the future of the Kansai Ki-in.

Stage Two Final

White: Kiyonari Tetsuya 7-dan

Black: Awaji Shuzo 8-dan

Played on 25 August 1984 at the Nihon Ki-in.

Commentary by Ohira.

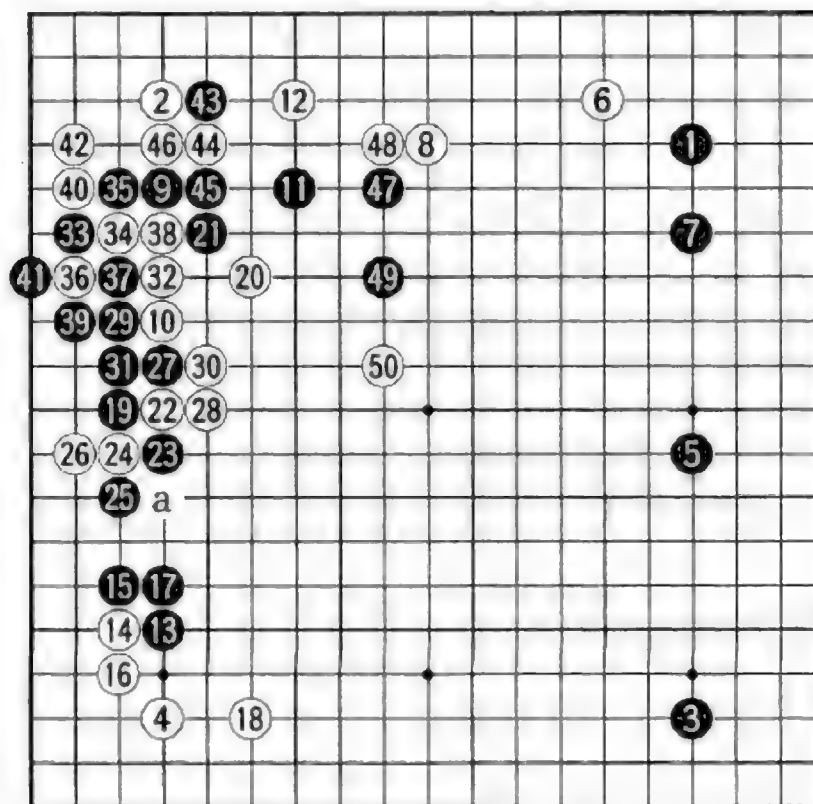
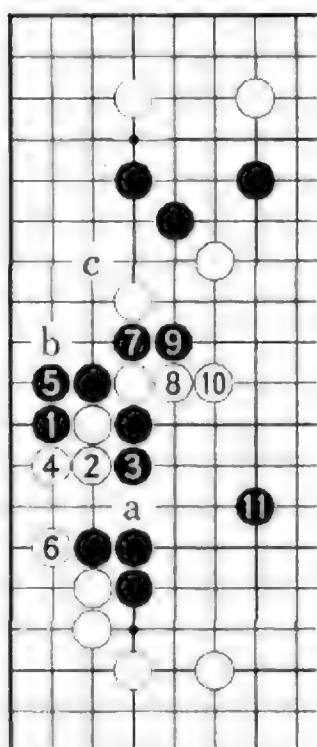


Figure 1 (1 - 50)

Figure 1 (1 - 50)

Apparently Black 25 is dubious. Instead, Black should follow Dia. 1 (next page). Awaji did not like the prospect of White's linking up with 4 and 6, since after the continuation to 10, the black group below would be in danger of being attacked. However, Black can escape with 11 and the con-

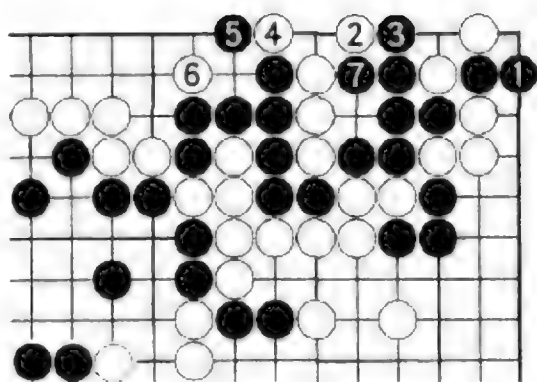


Dia. 1

nection at 'a' will be sente. White will have a hard time fixing up his shape in the centre, so he will probably play 4 at 8, followed by Black 'b', White 'c'.

In the result to 35, Black takes territory, but his position is thin and the cutting point at 'a' is a continual worry to him during the subsequent play.

White 36. The simple cut at 40 might be harder for Black to handle.



Dia. 2

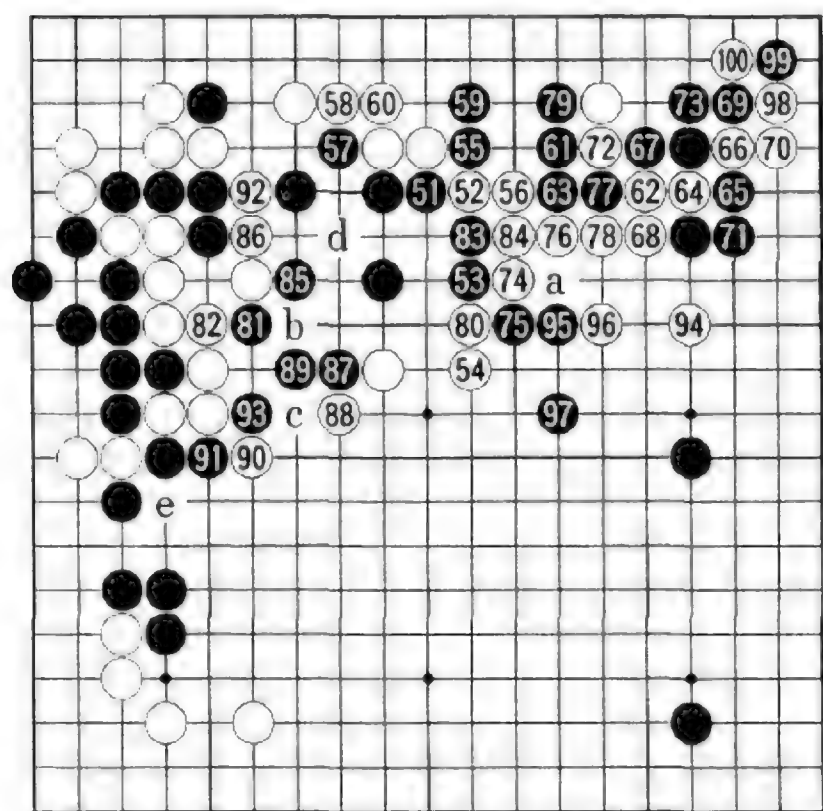


Figure 2 (51 - 100)

Figure 2 (51 - 100)

Black 55. Jumping to 'a' is the safety-first move, but that won't create any opportunities for Black. White keeps up the pressure, but then he falters with 86. With this move, he should jump to 89: after Black 'b', White 'c', the placement

at 'd' and the cut at 'e' would be miai. This way White would have kept a definite lead.

White 90 must be at 'd'. When Black cuts at 93, the roles are reversed, with the defender becoming the attacker and the lead changing hands.

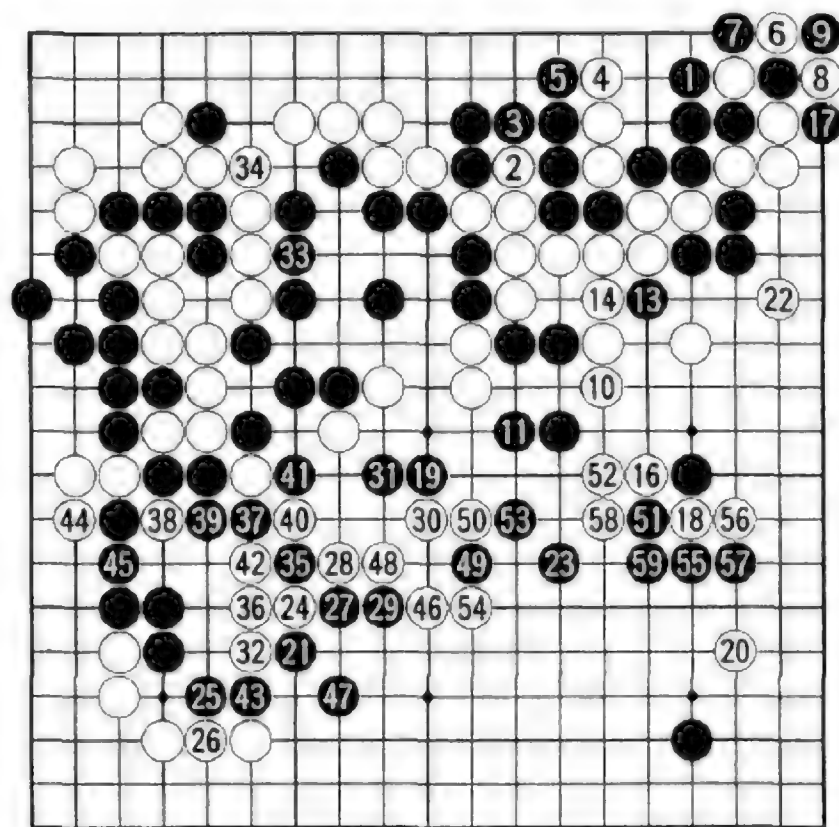


Figure 3 (101 - 159)

12, 15: ko

Figure 3 (101 - 159)

Black 7, giving White a ko, is a slip. Black could have won the fight outright by following Dia. 2. If White had used 18 to defend his centre position with White 19, he would still have had a chance of winning. When Black plays the successive moves to 23 in the centre, the game is over.

White resigns after Black 159.

Stage Three

The top title-holders and the previous year's challenger are seeded into this stage. The results:

Preliminary round. Otake beat Awaji, Sonoda b. Ohira.

Quarter-finals. Kato b. Otake, Rin b. Kiyonari, Fujisawa Shuko b. Nakamura Hidehito, Sonoda b. Kataoka.

Semifinals. Rin b. Kato, Sonoda b. Fujisawa.

Final. Rin b. Sonoda 2-0.

For sentimental reasons, we would like to give Shuko's two games before going on to the final, just in case it is his last appearance in this stage of the Kisei (he has already been eliminated from the 9th Kisei). Shuko has recovered his health

since his massive stomach operation in April last year, but his recent results have been uneven. On the one hand, he reached the final to decide the 1984 Gosei challenger, but at the same time he has been losing to some weak opponents. The problem seems to be that he does not yet have enough stamina to last through a slow game. Incidentally, Shuko's operation was for stomach ulcers, but he maintains that an early stage of cancer was also discovered (no one knows whether to believe him) and so claims that his drinking saved his life — without the ulcers from the drinking, the cancer would not have been discovered early enough. Be that as it may, he hasn't touched a drop since the operation, though he has started smoking again. He is still not yet sixty (not till June next year), so who knows? We may yet see him have another crack at a top title.

Fujisawa Shuko v. Nakamura

White: Fujisawa Shuko 9-dan

Black: Nakamura Hidehito 8-dan

Played on 20 October 1983 at the Nihon Ki-in.

Commentary by Kato.

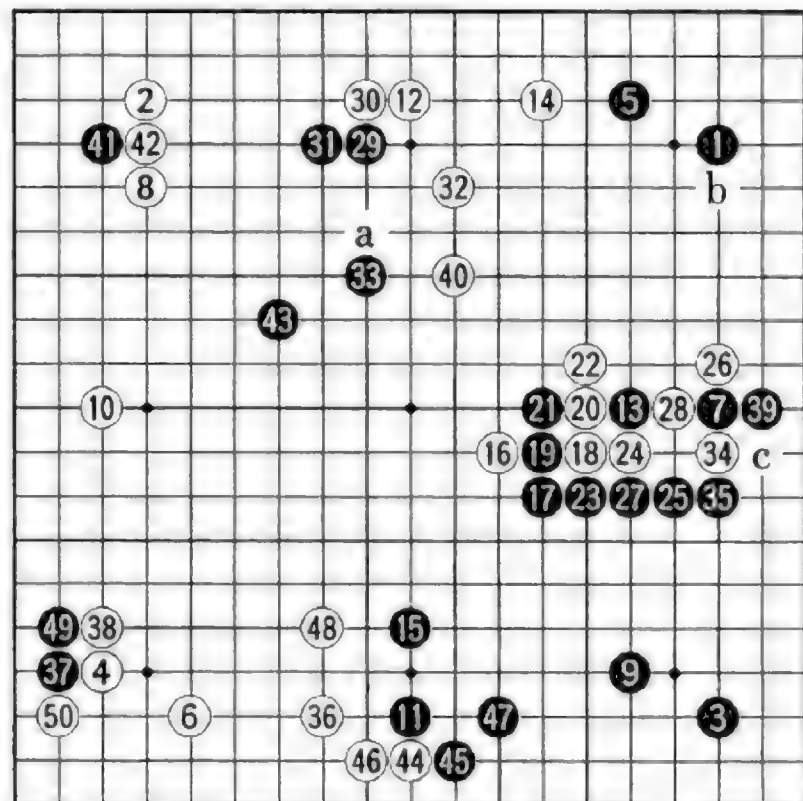


Figure 1 (1 - 50)

Figure 1 (1 - 50)

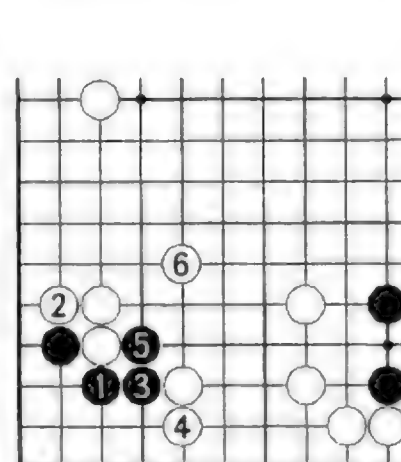
White 18. White could also match moyo for moyo with 'a'.

Black 27 is solid, but perhaps Black should resist with Black 28 (White would then attach at 'b' to get sabaki).

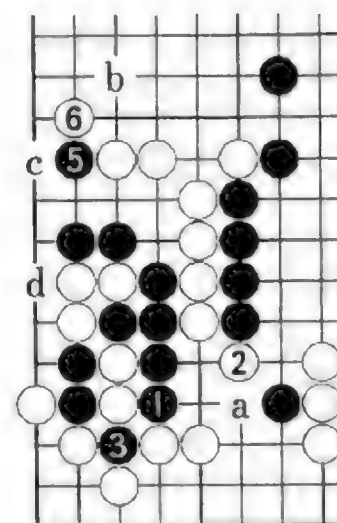
White 36. Shuko regretted not playing at 'c' instead. Black 39 is big.

White 48. Shuko rejects the tight move of Black 49.

Black 49. Note that after 48 Black can no longer live with 1 in Dia. 1. White should be able to capture him with 2 to 6.



Dia. 1



Dia. 2

4: retakes

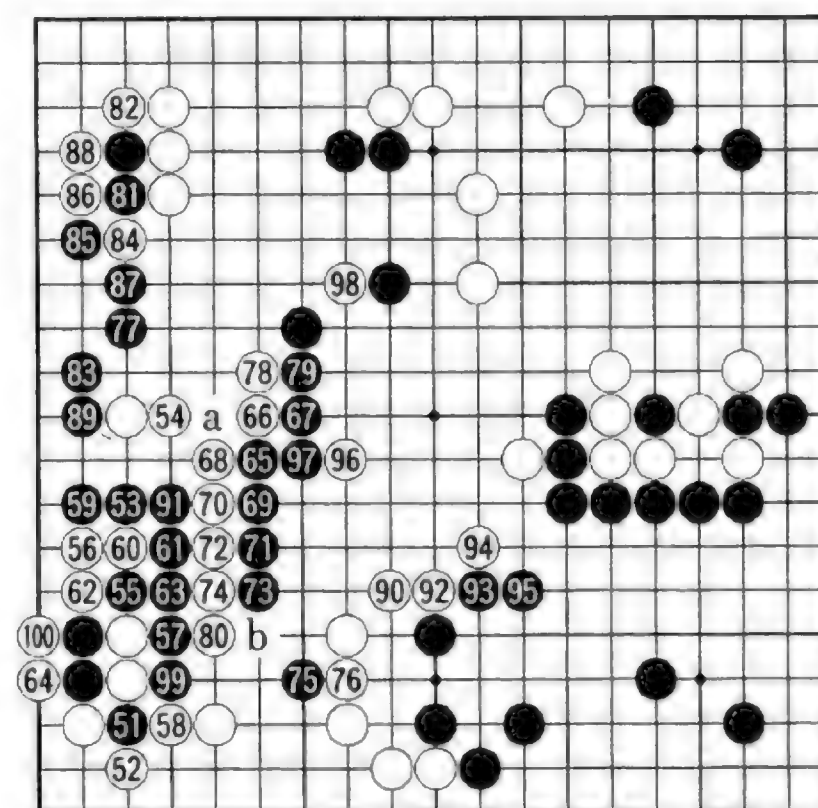


Figure 2 (51 - 100)

Figure 2 (51 - 100)

White 54 is 'an obstinate, Kato-like move', according to Shuko (if the usual move at 'a', Black gets sabaki by attaching at 89). Black decides to sacrifice his corner stones.

Black 65. An interesting move, neither too far nor too close. Black wants to prevent White from making a double or splitting attack on the black groups above and below. Black is prepared to make a further sacrifice when White attacks with 66 and 68.

Black 77. If at 1 in Dia. 2, White won't answer by capturing the two stones (which would let Black escape with 'a') but by blocking the way

out with 2. Black cannot get two eyes after White 6, but if he had a stone at 'b', Black 'c' would make miai of cutting off White 6 and making two eyes by giving atari at 'd'. That is why Black plays 77.

White 80. Too solid — White should hane at 'b'.

White 84. White 89 is better, but Shuko, upset with his small-scale move at 80, loses interest in capturing the group. He switches to attacking in the centre, but Black gains by saving his group.

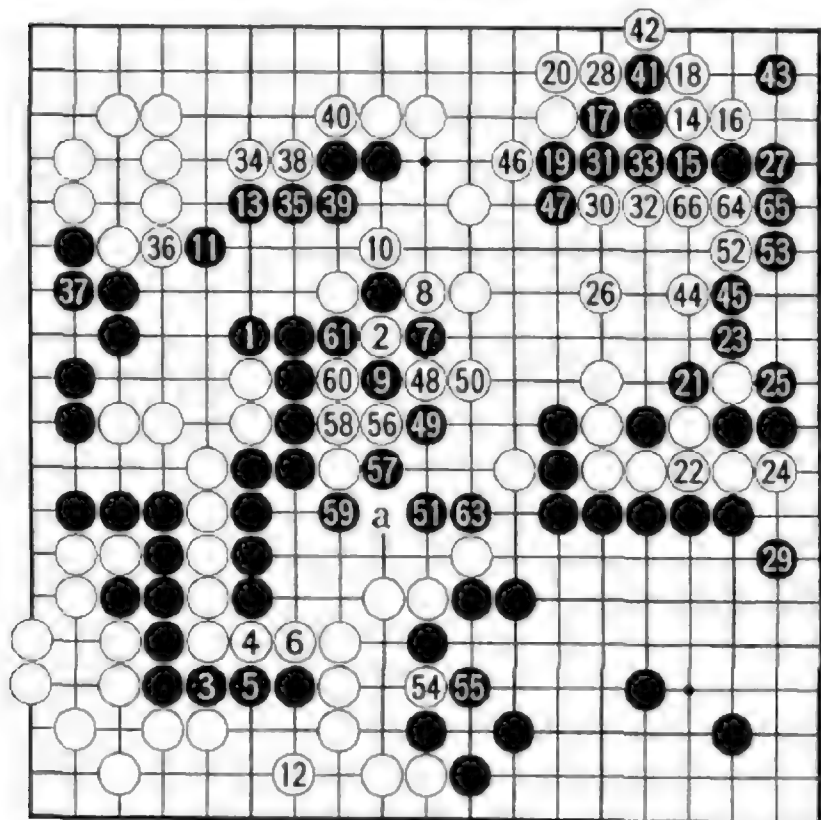


Figure 3 (101 - 166)

62: connects

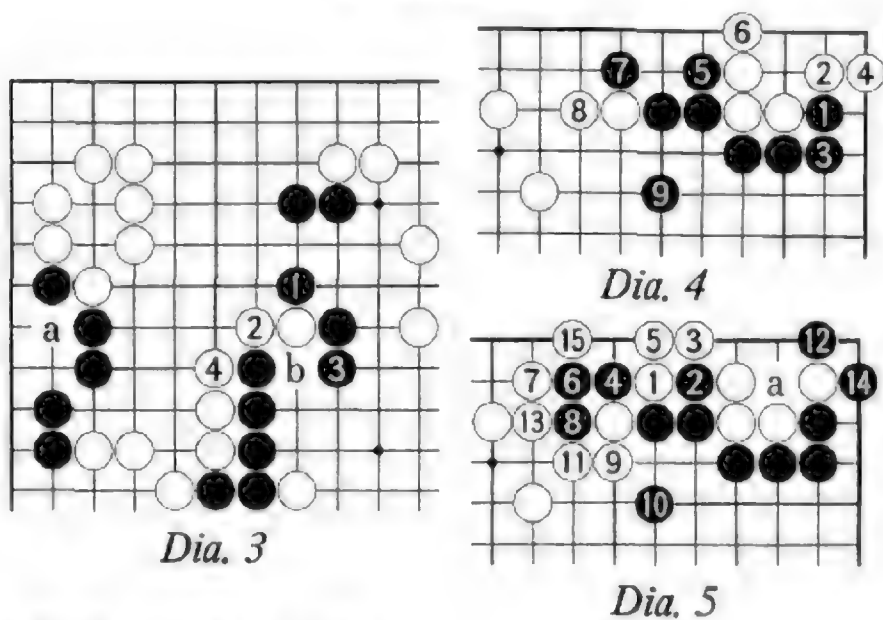


Figure 3 (101 - 166)

Black 1. Black has no choice. Answering directly in the centre is risky. For example, if Black 1 in Dia. 3, he loses his connection after White 2 and 4; next he has to play 'a' to live on the side, but then White pushes down at 'b'.

Black 7, 9. Better omitted — they only help White.

Black 19. Not the best. Black should hane at 1 in Dia. 4. White lives, but Black makes a big move at 7, then fixes up his shape with 9. After the game, Shuko said that he might connect under-

neath by playing 4 at 1 in Dia. 5, but the result is even better for Black, according to Kato. White is unable to resist the tesuji of Black 12, so Black is able to capture at 'a' in sente.

Black becomes unable to make two eyes at the top, so he has to play 21 etc., but provoking White 24 loses points.

Black 49 is another slip. Black should pull back at 56. If then White 50, Black could capture the white stone with 'a'. White gets good aji by capturing the black stone with 56 to 62. At this point, White takes over the lead.

Moves 167 to 257 omitted. White wins by 2½ points.

Fujisawa Shuko v. Sonoda

Having got past one opponent, Shuko only had to win three more games to become the Kisei challenger. However, Sonoda proved to be too much of an obstacle.

White: Fujisawa Shuko 9-dan

Black: Sonoda Yuichi 9-dan

Played on 17 November 1983 at the Nihon Ki-in.

Commentary by Ishida Yoshio.

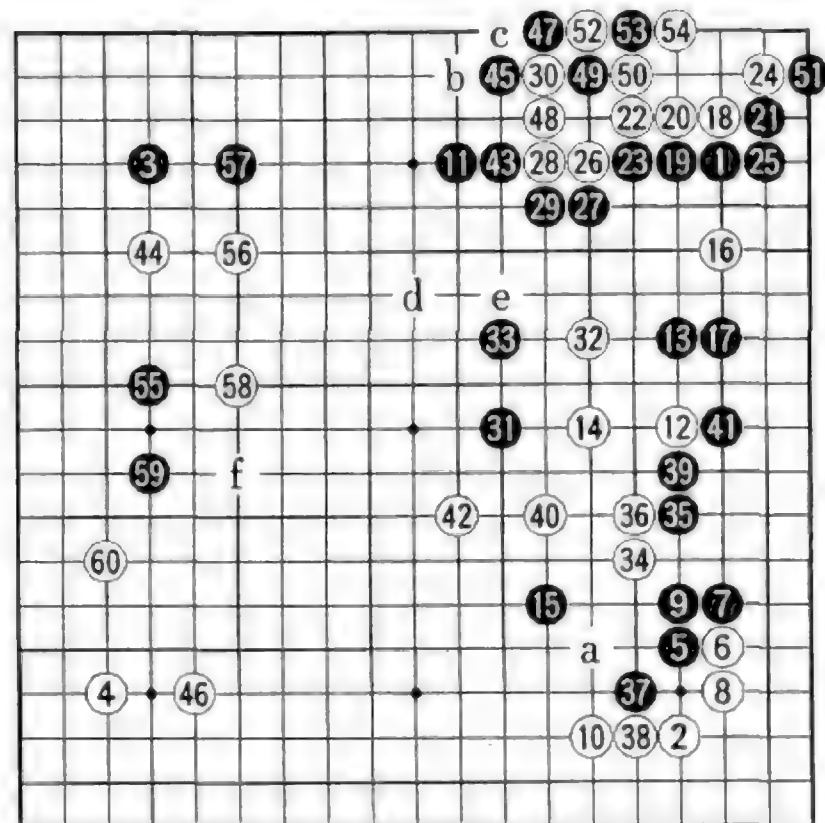


Figure 1 (1 - 60)

Figure 1 (1 - 60)

Except for the position of 4 (then on the star-point), the fuseki to 15 is the same as in the third game of the 7th Kisei title match (see GW 31, page 38), with the difference that Shuko held black in that game. Cho played 16 at 31, but here Shuko invades at 16. Black has to play 17 rather than 23, as White would be happy to link

up on the side by attaching at 17.

White 18. White goes for territory, confident that he can handle the attack coming with 31.

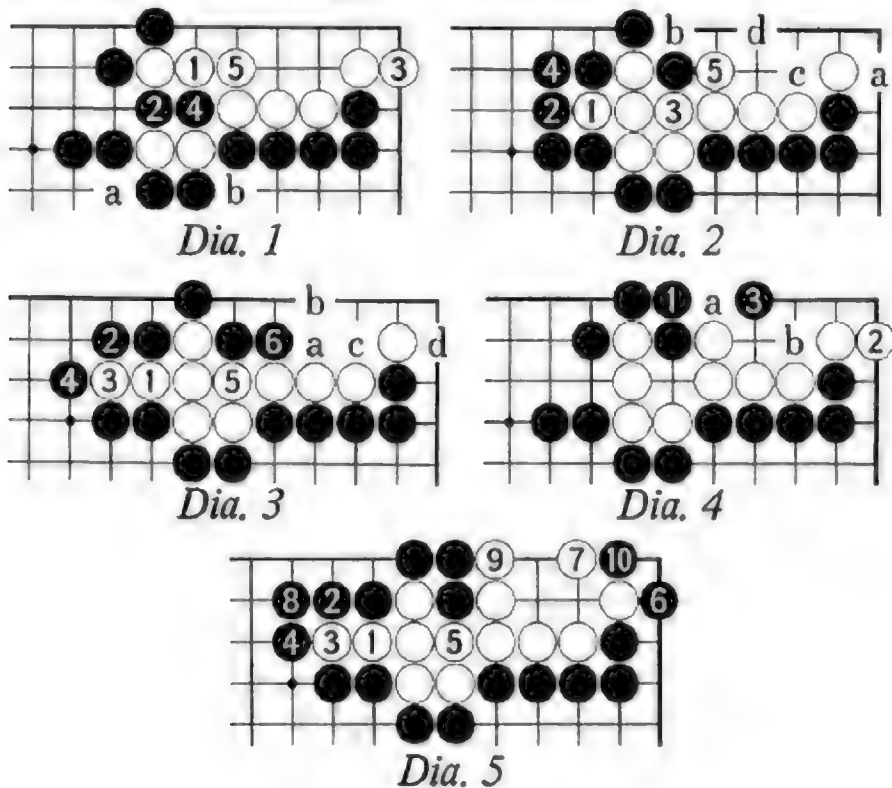
White 34, the vital point, aims later at 'a'.

Black 35. If at 'a', Black is afraid that White may live on the side in sente by using the aji of 16.

White 44 shows that Shuko had not yet fully regained form. Black 45 gives White such a severe jolt that preventing it by jumping to White 'b' was mandatory.

White 46 is a defiant move. White could live at the top by making a hane at 'c'. Black would not answer it, of course, but would switch to a large point elsewhere.

White 48. White could live with 1 in Dia. 1, but Black would capture two stones in sente with 2 and 4. That would eliminate the aji of the cuts at 'a' and 'b'. Dying would be preferable to living on these terms. Actually, however, Shuko was suffering from a hallucination here. He had thought that he could live by playing 1 to 5 in Dia. 2. If next Black 'a', then White 'b', Black 'c', White 'd'. However, instead of 2, Black can pull back at 2 in Dia. 3, then play in at 6. If next White 'a', Black counters with 'b', White 'c', Black 'd'. When he became aware of his misreading, Shuko blocked at 50, but he thought that he would have to resign immediately.



Black 51 lets White off the hook. Correct is Black 1 in Dia. 4. If White 2, Black has the placement at 3 (if White 'a', Black 'b'). White's strongest counter is not White 2 here but 1 in Dia. 5. This at least gets him a ko, but since Black has nothing at stake, White is close to collapse.

White 52 is a clever move which secures unconditional life. The play here illustrates the difference between solving life-and-death problems as problems and as they come up during the course of a game. Presented purely as a problem, this position is not really professional level, yet during the course of a game two 9-dans can go wrong.

White 60 is a little unreasonable. White should play at 'd', aiming at 'e', or perhaps just jump to 'f'. White faces an uphill fight when Black cuts with 61 to 65 in the next figure.

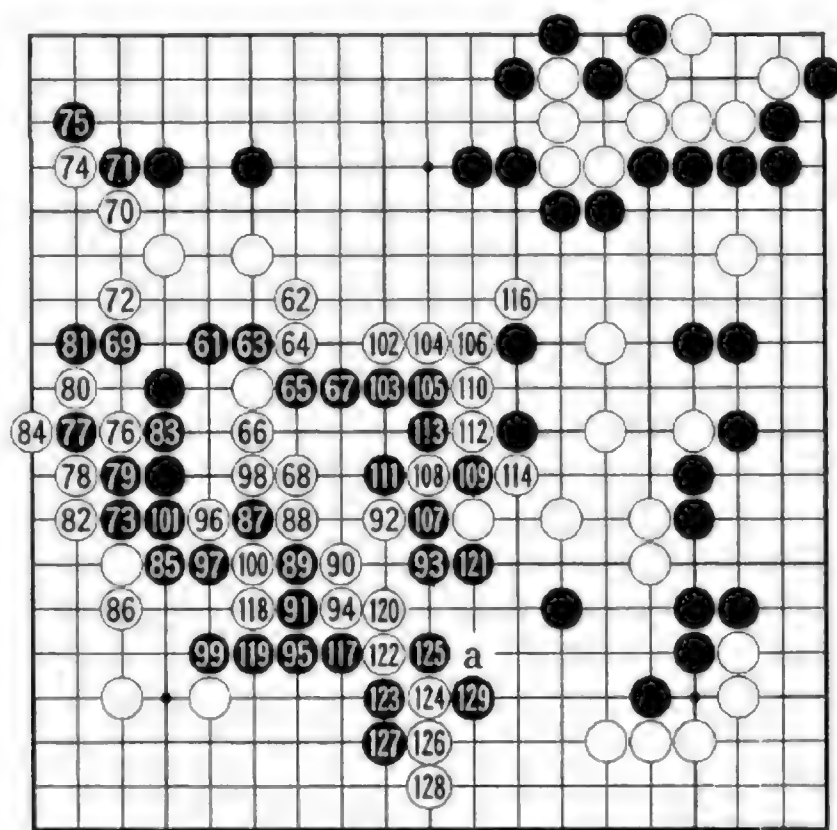


Figure 2 (61 – 129)
115: connects

Figure 2 (61 – 129)

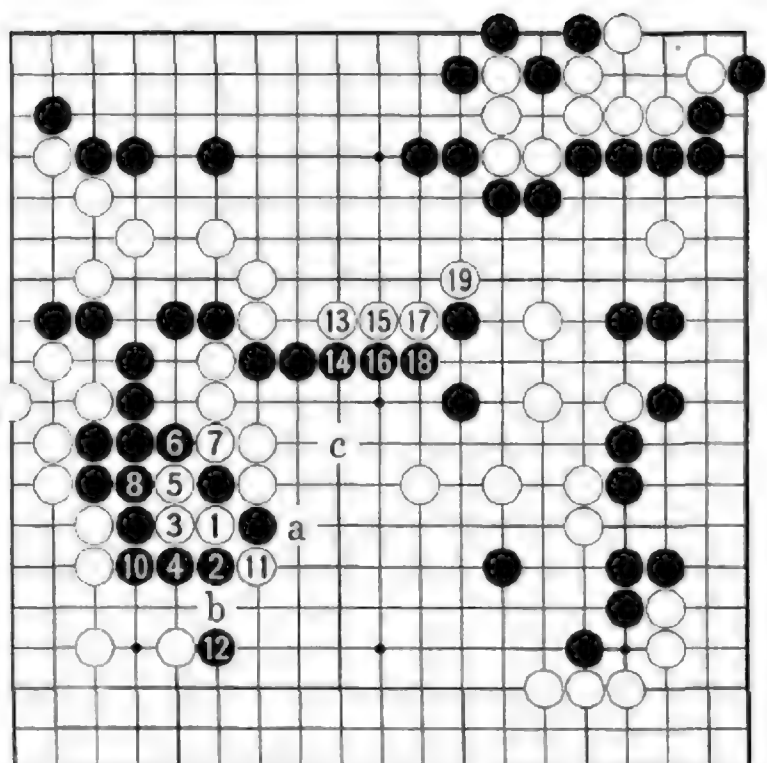
Black 73. Black 81 is correct. Sonoda underestimated the severity of White 76.

Black 79. Sonoda had planned to block at 82, but now he realized that White could link up with 81. If White's group lives, Black's lead (the fight in the upper right corner was favourable for him even though White lived) would be upset. Black therefore has to switch to 79, but now his group loses its eye-shape.

White 90. Shuko misses his chance. If White cut at 1 in Dia. 6, Black would be in trouble.

Dia. 6 (next page). White 1 is a blind-spot because it gives Black the squeeze to 8, but next White cuts at 11. If Black 12, White 13 catches the centre group. White 'a' is sente, threatening Black 'b', so Black cannot escape through the centre with 'c'.

Black 91 takes all the pressure off Black, while



Dia. 6

9: connects

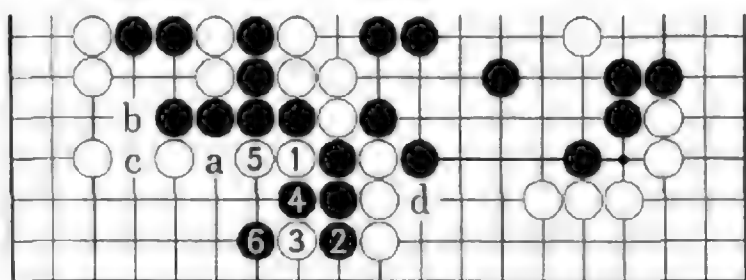
White still has to look after two weak groups. White 90 lost the game.

White 124. White could escape with 'a', but he loses on territory.

After Black 129, White's only move is 1 in Dia. 7, but after 2 to 6 his centre group is gone: if White 'a', Black 'b', White 'c', Black 'd'.

Shuko never regained his composure after the shock of 45 in Figure 1. Thus, he bowed out after just one win in the 8th Kisei. In the 9th Kisei, he started out again in the 9-dan section, beating Yoshida Yoichi but then losing to Shiraishi. Shuko himself says that his target is to be back in top form after three years. That means that we can look for him around the 10th or 11th Kisei.

White resigns after Black 129.



Dia. 7

Stage Three Final Game One

The final saw an unfamiliar pairing. This was actually Sonoda's best showing in a tournament since he reached the final of the 3rd Tengen title in 1977 (he lost 1-3 to Shimamura). Sonoda is one of a group of solid 9-dans at the Kansai Ki-in who can't quite make the breakthrough to the ranks of the title-winners. He was not expected to beat Rin.

White: Sonoda Yuichi 9-dan

Black: Rin Kaiho, Honinbo

Played on 1 December 1983 at the Nihon Ki-in.

Commentary by Rin.

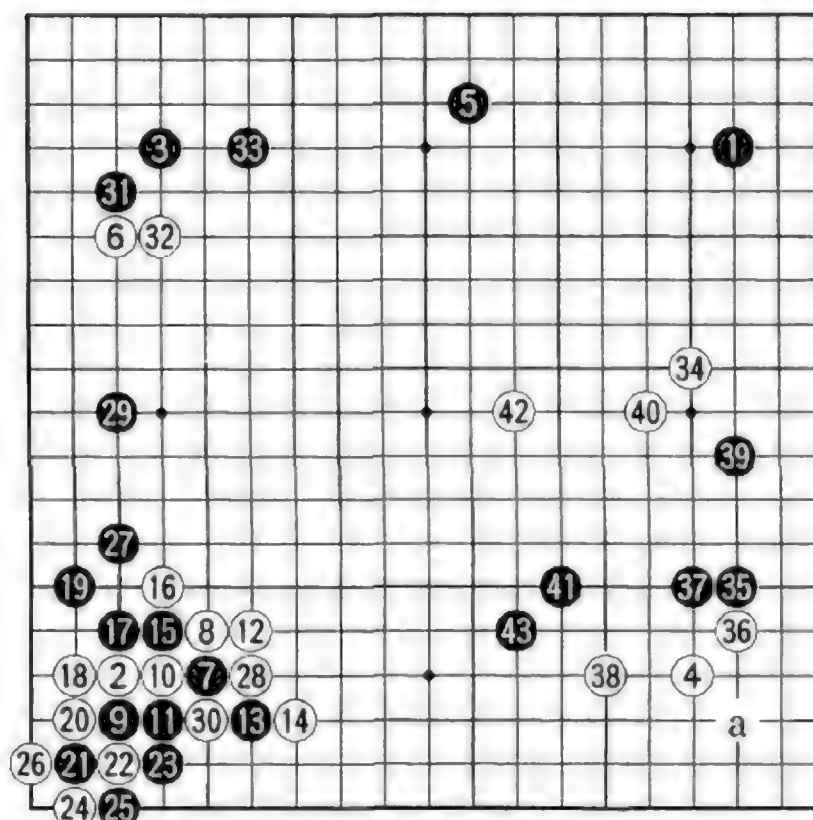
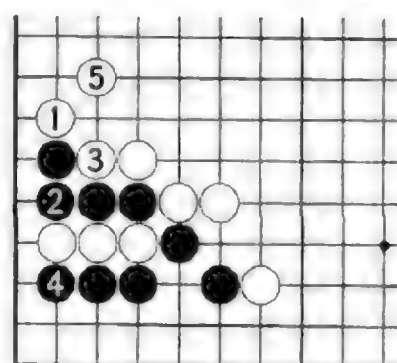
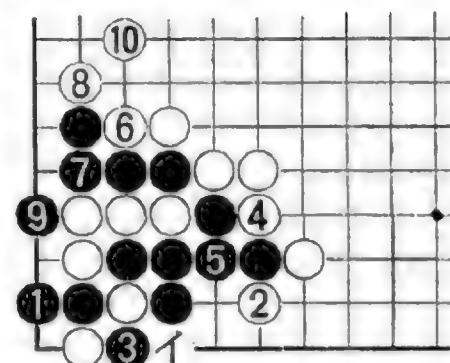


Figure 1 (1 - 43)



Dia. 1



Dia. 2

Figure 1 (1 - 43). A 'bizarre' opening

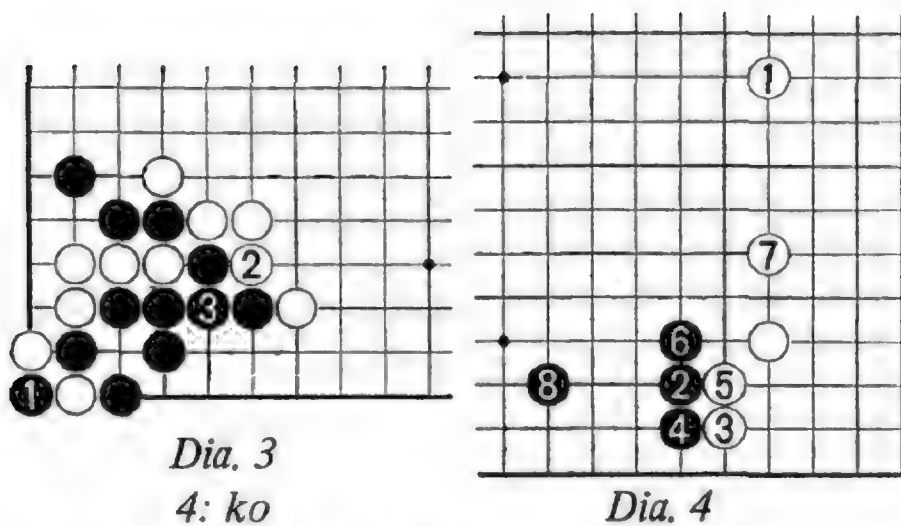
White 10 and 12 are a powerful combination. They are not new moves, but I had forgotten about them, so I was a little taken aback.

White 20 also took me by surprise: I had expected White to sacrifice these three stones with the standard sequence in Dia. 1.

White 22 and 24 are a tesuji. Black 25 leaves a ko, but it is the only move. Black 1 in Dia. 2 captures the corner outright, but White is then able to force on both sides. After White 2, Black 3 is forced (to prevent White 4, Black 5, White 'a'), so White can force with 6 to 10. Permitting this is out of the question.

Black 27 is a strange point. Usually Black would capture at 1 in Dia. 3, but then White would be happy to use the forcing move of 2 as a ko threat. After 4, Black would have no good ko threat.

I therefore felt that Black had no choice but to play 27. I then decided to ignore White 28, switching instead to 29. At first, I had not



dreamed of letting White capture at 30, but the more I thought about it the more I became convinced that it was the only way to play. Judged dispassionately, the result is not as bad for Black as it looks: he plays two moves on the side, still has a ko in the corner and gets sente to attack at 31. In fact, Black's result is quite reasonable.

White 34. White extends too far: Black easily invades with 35 to 39. White 34 should be at 1 in Dia. 4, in which case Black would play at 2. After 3 to 7, Black can only extend to 8, in view of White's thickness at the bottom left.

White 42. White feels no inclination to surround the bottom with White 43, considering that he is still open at 'a' in one corner and that Black has a ko in the other.

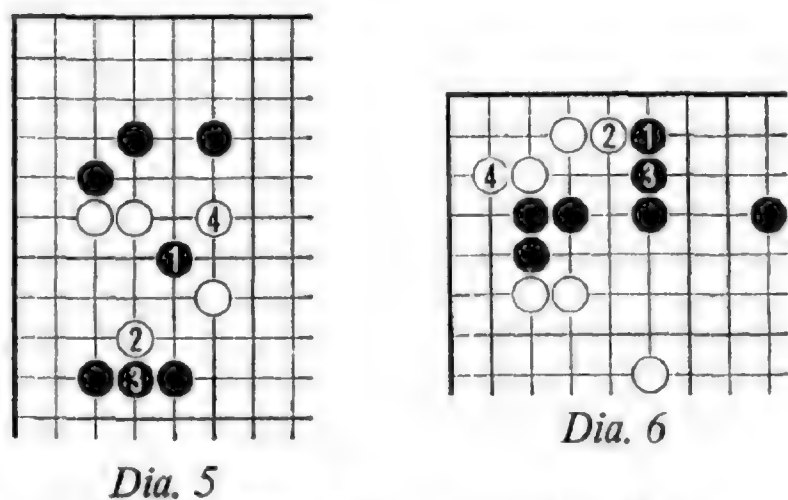


Figure 2 (44 – 80). White misses his chance.

Black is satisfied with the result to 49. In fact, when he takes the good point of 53 he goes into the lead.

White 54 looks good. Jumping to 'a' instead would just give Black the chance to defend at 'b'. White 54 is good shape – if Black attacks with 1 in Dia. 5, White counters with 2 and 4 and should have no trouble getting sabaki. The ogeima at 'c' also looks feasible for 54, but is inferior: Black plays 'd' and aims at 'e'.

Black 63. Black finally starts the ko. If he wins it (Black 'f'), he will live in sente: White would have to block at 'g' as Black 'h' would threaten his whole group.

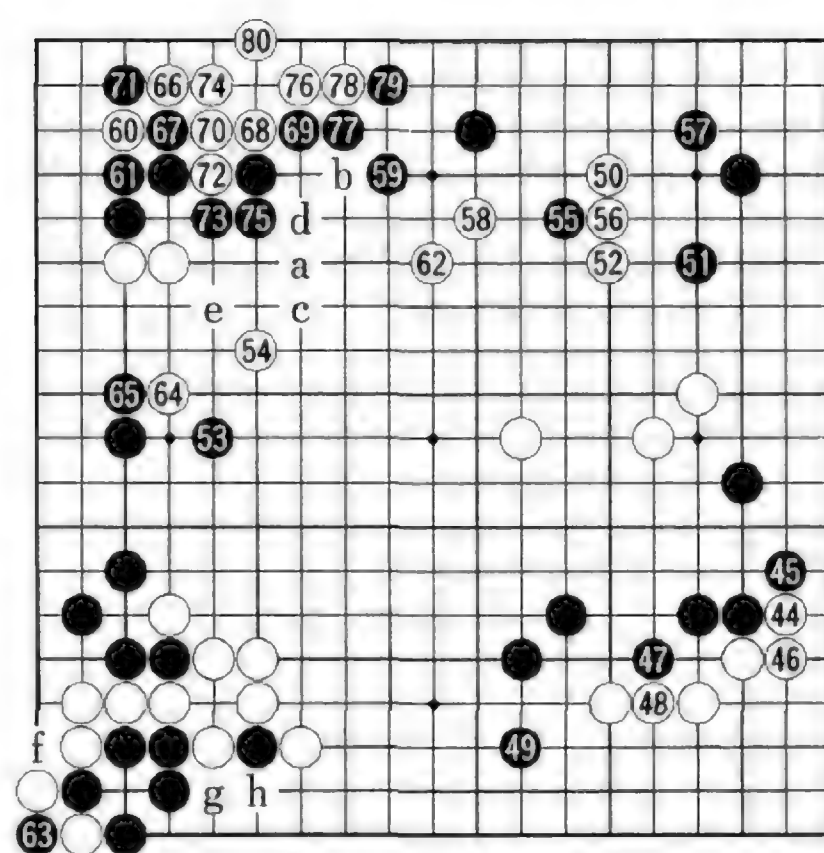
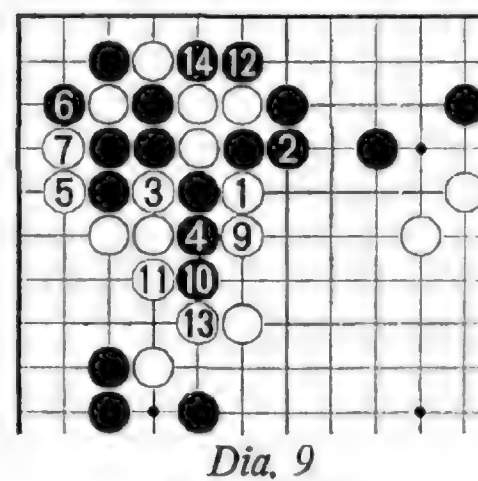
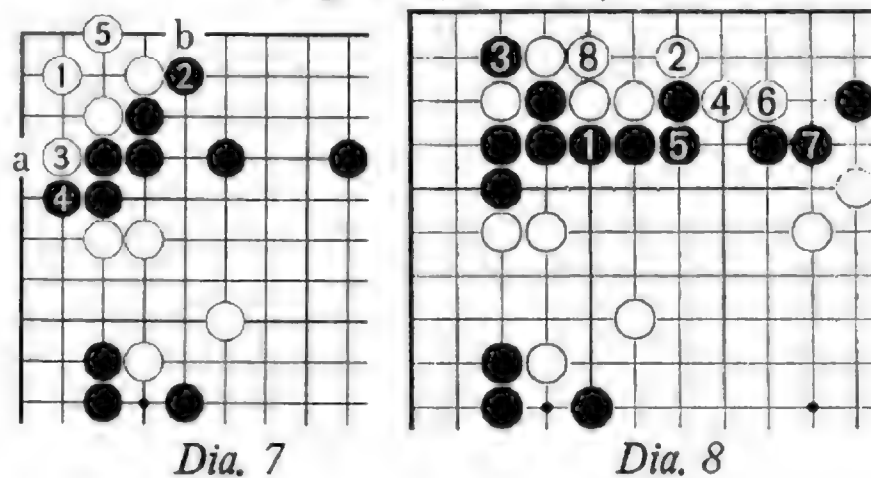


Figure 2 (44 – 80)



8: connects

Black 67. If at 1 in Dia. 6, White lives easily. White 68. White wants something better than Dia. 7, in which Black 'a' and 'b' are both sente.

Black 71. If at 1 in Dia. 8, White not only lives on a large scale up to 8 but also creates defects in Black's wall.

White 74. White goes wrong in sticking to his original plan of seeking life on the side. A better strategy here would be to sacrifice four stones and squeeze as in Dia. 9. White builds centre thickness, which he should be able to convert into some centre territory, and keeps sente, which he could use to take the ko in the bottom left corner.

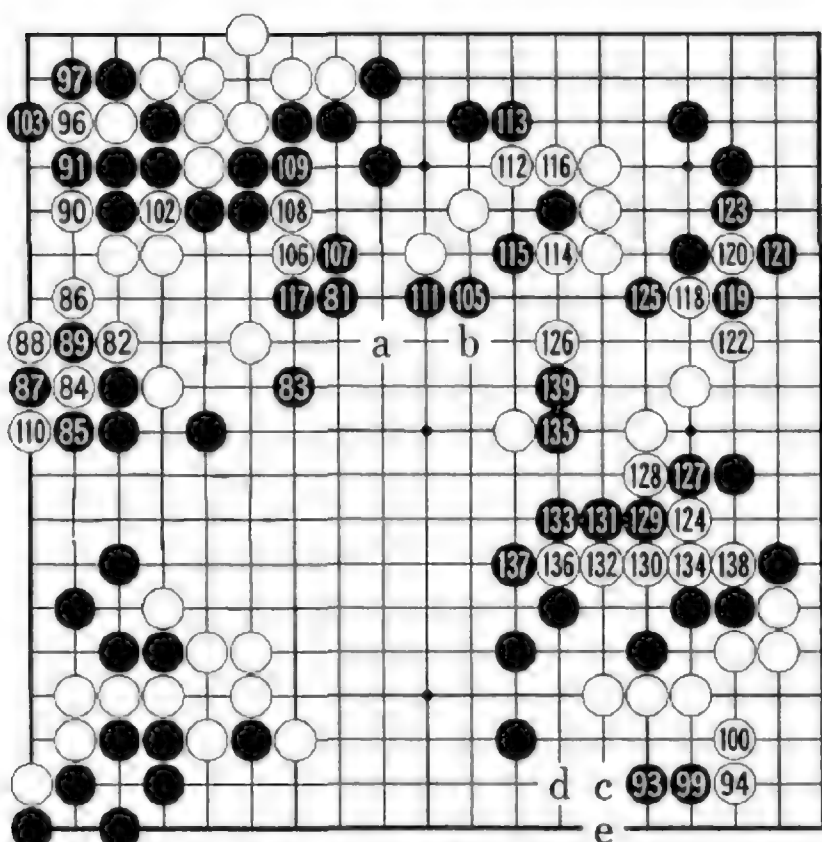


Figure 3 (81 - 139)
Ko: 92, 95, 98, 101, 104

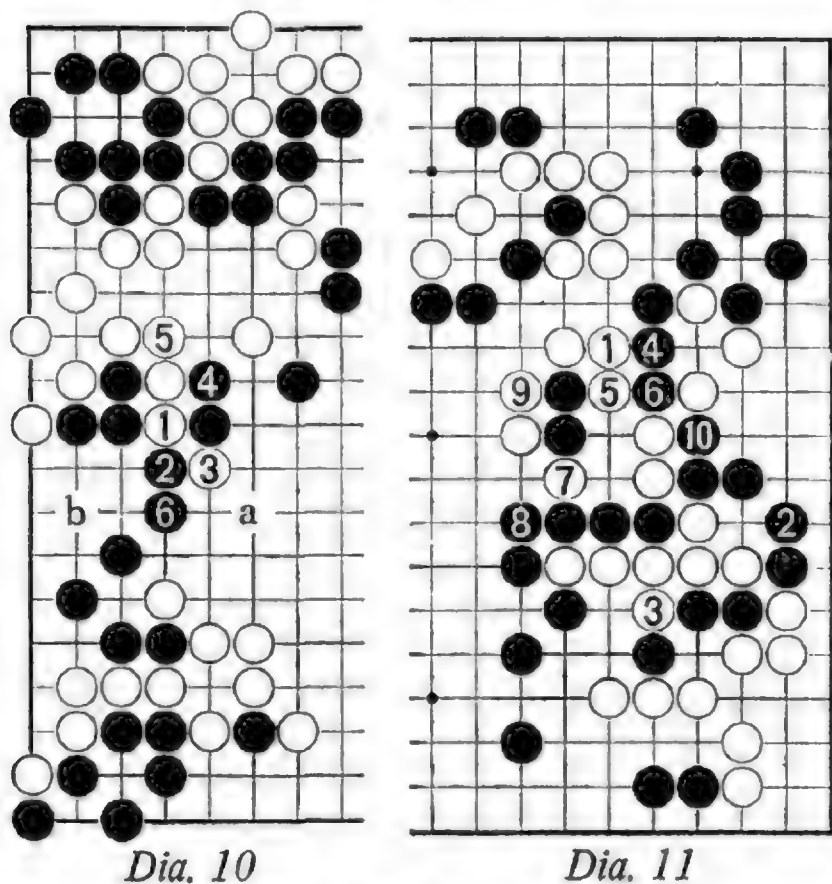


Figure 3 (81 - 139). Black takes control.

With 81, Black seizes the initiative. White 82 only serves to increase the pressure on White by permitting Black 83. White should play 82 at 83; if then Black 'a', White could reinforce with 'b'.

White 84. Playing a ko is another mistake: it is better to secure unconditional life with White 86 (if Black 84, then White 90). Black has an excellent ko threat at 93.

White 94. If at 'c', Black has the threat of 'd', White 'e', Black 99.

White 96. White is forced to play a point-losing threat to win the ko.

White 110. Even after winning the ko, White does not have any really severe attack against the



Sonoda got within shooting range of the Kisei title, but he was skilfully outmanoeuvred by his opponent in the playoff.

black group below, which is confirmation that playing the ko was wrong. If White pushes through and cuts with 1 and 3 in Dia. 10, Black answers with 4 and 6, making miai of 'a' and 'b', so his group is in no danger.

White 118. White is too busy to fight the ko in the bottom left corner.

White 124 is Sonoda's last attempt at a counter-attack, but Black 127 and 129 easily cope with the threat. White has to resign after 139. His only move is 1 in Dia. 11, but Black goes further ahead in territory after the sequence to 10.

White lost this game because of two strategic errors: hanging on to his group on the top left and playing the ko on the left side.

White resigns after Black 139.

Game Two

White: Rin Kaiho

Black: Sonoda Yuichi

Played on 8 December 1983 in Osaka.

Commentary by Hashimoto Shoji 9-dan.

Figure 1 (1 - 45). Rin starts well.

The fight started by White 14 was the highlight of this game. In the result to 34, White lived at the top without adverse effects on his group below, so he took the lead. One of the key moves seems to have been Black 25. This gave White too much aji (for example, White 32, the atari of White 33) to play around with. Sonoda regretted not simplifying the position by following Dia. 1.

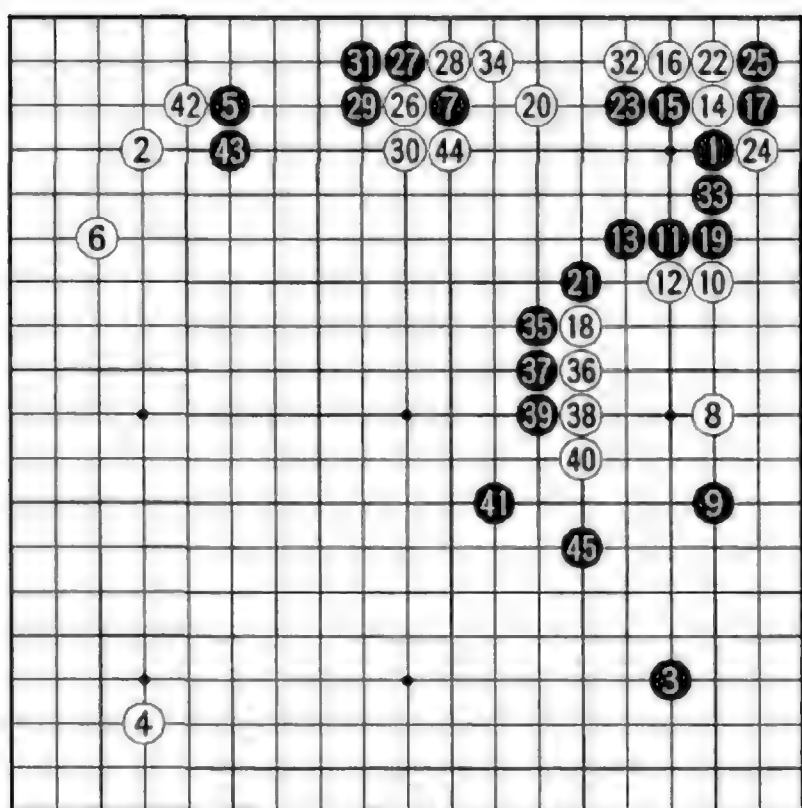
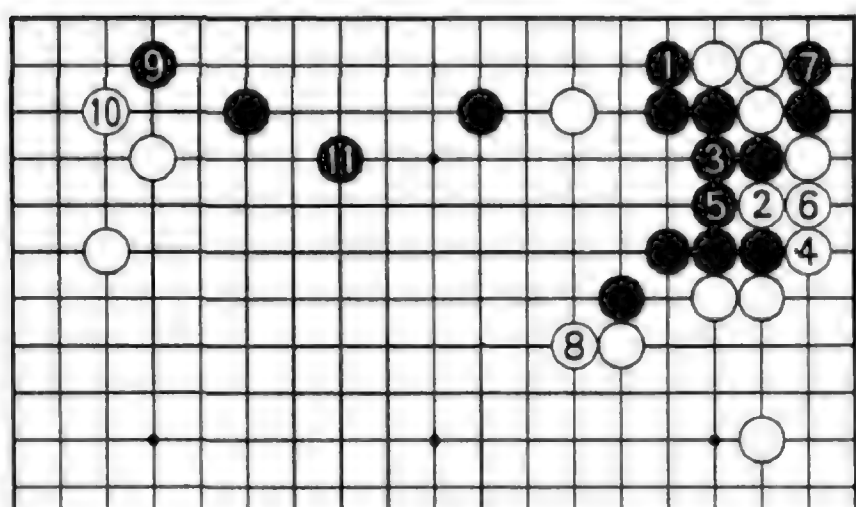


Figure 1 (1 - 45)



Dia. 1

After the game he even called 25 the losing move, which, though a bit of an exaggeration, shows how dissatisfied with it he was. It is certainly true that Rin's contact play at 26 worked perfectly.

Figure 2 (46 - 92). Black loses heart

White 64 was a surprising sacrifice, but it turned out to be soundly based. White took adequate compensation with his forcing moves from 68 to 72 and with the moyo he built on the left side.

Black 75 was premature. A ko followed, but Black had no good ko threats. Note that Black cannot connect in answer to White 82 - Dia. 2 shows that he loses the semeai by one move (if Black 7 at 'a', then White 'b').

Actually, a more difficult problem arose with Black 79. Since the sequence in the figure is not satisfactory, Black might try cutting at 1 in Dia. 3. The best continuation for both is the exchange (furikawari) to 16, which is favourable for White. The key move is the tesuji of 8. If Black blocks at 10 with 9, White cuts at 'a' and gets a good result.

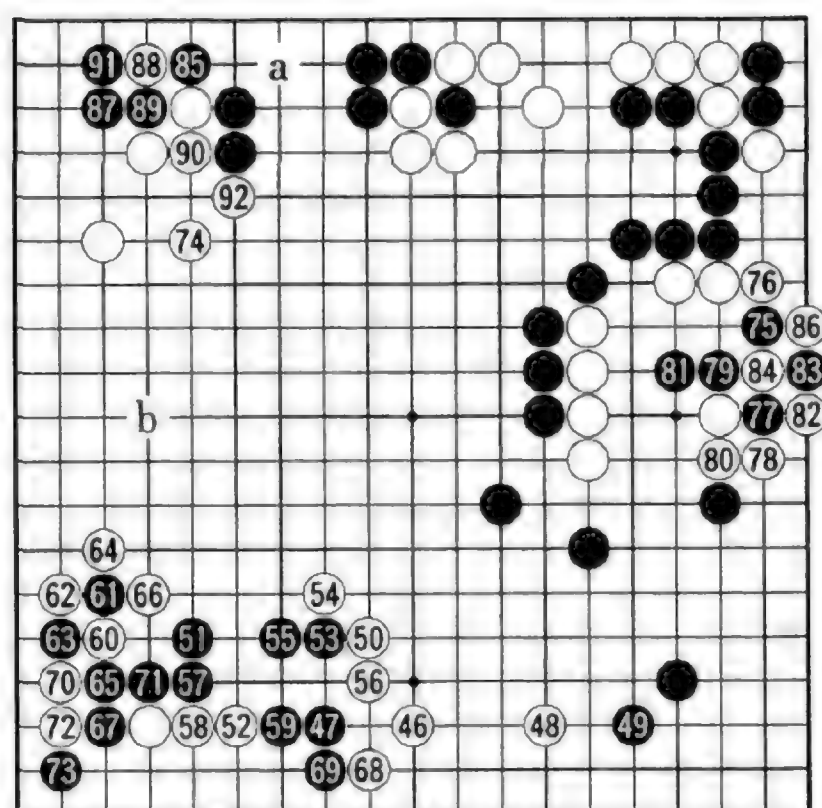
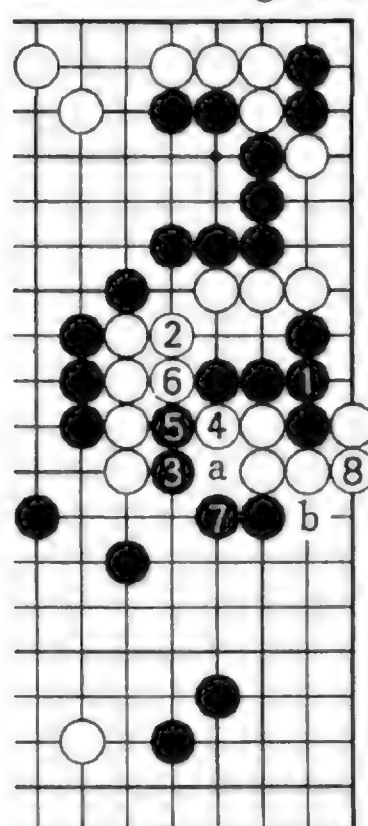
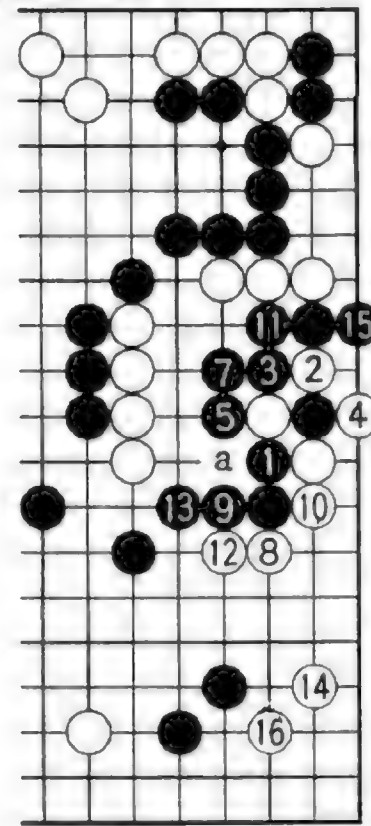


Figure 2 (46 - 92)



Dia. 2



Dia. 3

6: connects

Black 87 was not big enough. When Rin played 92, he was ahead by the komi, assuming next that Black defends at 'a' and White plays 'b'. Sonoda was so discouraged by now, after his setbacks in the top right corner and on the right side, that he no longer had the heart to fight on.

Black resigns after White 92.

Sonoda's defeat in 92 moves brought his excellent run in the Kisei tournament to an anticlimactic end. Actually, his early resignation surprised quite a few professionals, but, being the one facing the redoubtable Rin across the go board, he probably had the clearest appreciation of the position. His success in reaching the playoff crowned an excellent effort by the Kansai Ki-in.

8th Kisei Title Match



The champion: Cho Chikun

After four years at the peak of the go world, Cho just seems to be getting stronger and stronger. He suffered a couple of setbacks last year, but on the whole the evidence is that he is extending his range and developing into a great all-round player. He has already set a record by holding the Meijin title for four years in a row and probably has hopes of emulating Shuko's performance in the Kisei title.



The challenger: Rin Kaiho

Rin Kaiho is now enjoying a renaissance. At the age of 23, he stunned the go world by becoming the youngest player ever to win the Meijin title and for the rest of his 20's he dominated the major tournaments. After a relatively fallow period in his 30's, he has now made a comeback, winning the Honinbo title from Cho at the age of 41. At the moment he is the only player who seems to be a real threat to topple the Cho dynasty.

The first title match of the 1984 tournament year promised to be a great tussle between two champions. Both Rin and Cho have lingering reputations as territorial players, but in practice, as seen in last year's Honinbo title match, all their games turn into fierce, bloodthirsty struggles in which the quest for territory takes a distant second place to the attempt to destroy the opponent. This tendency became even more pronounced in their Kisei clash.

Rin probably bears the major share of the responsibility for the violent nature of their games. In his younger days, Rin was a slow-paced player who plugged away steadily taking territory and slowly grinding the opponent down. He could play like this because he had complete confidence in his endurance. However, he had the bad luck to run into a player, Ishida Yoshio, who was even better than he at this slow-paced kind of go. After losing his Honinbo and Meijin titles to Ishida, Rin embarked on the laborious process, which took him most of his 30's to complete, of reorganizing his game and giving it a complete overhaul. The new Rin tries to lead the game into fighting as early as possible.

His opponent, Cho, also prefers by nature a steady, slow-paced game, but since reaching the top he has set himself the task of mastering every style of play. In every title series he comes up with something new, so that his go seems to be continually gaining in breadth and depth. He is also the last player to run away from a fight: his tactical mastery of the game is second to none.

If anything, Rin went into the title match a slight favourite, based on his dramatic upset of Cho in the 1983 Honinbo title and on his superb form last year. Rin's 1983 record was 38 wins to 12 losses, as against Cho's 29-21, but the difference of course is that 24 of Cho's games were in title matches. In personal encounters the two were almost even, with Rin having won 15 games to Cho's 13, but Rin actually went into the match sitting on a five-game winning streak (four Honinbo title-wins followed by a win in the Oza tournament). As always, past results are no help in predicting the result of a title match.

In a round-table discussion published in the Yomiuri just before the match started, Ishida Yoshio predicted that Rin would win 4–3, Shuko that the chances were 50–50, and Kato that the result would be 4–2, though in whose favour he couldn't say.

Game One

White: Rin Kaiho, Honinbo

Black: Cho Chikun, Kisei & Meijin

Played on 12, 13 January 1984 in Kumamoto City.

Commentary by Takemiya Masaki 9-dan.

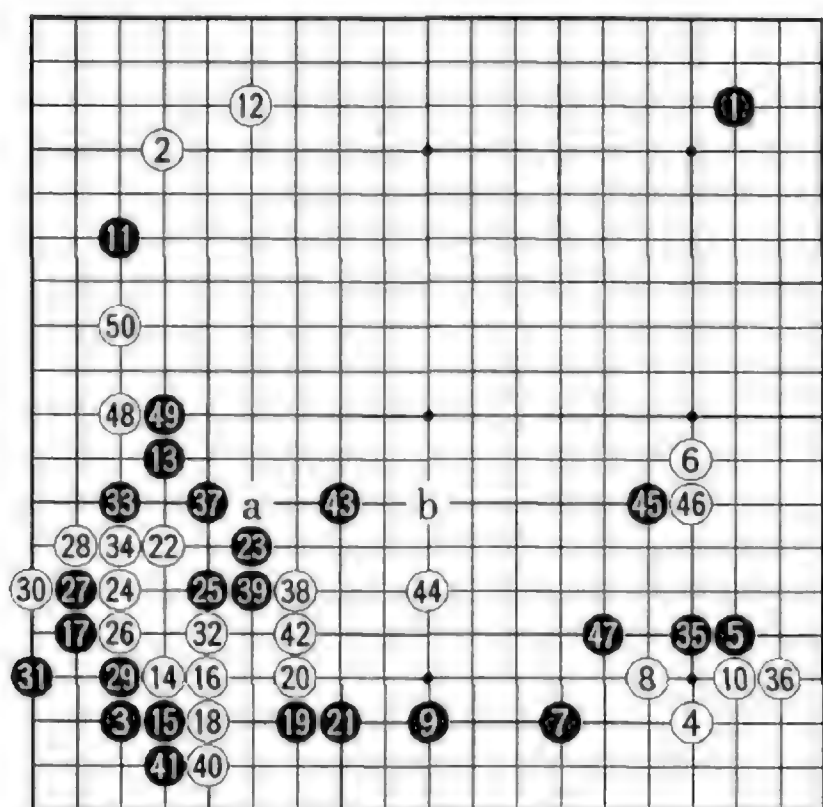


Figure 1 (1 – 50)

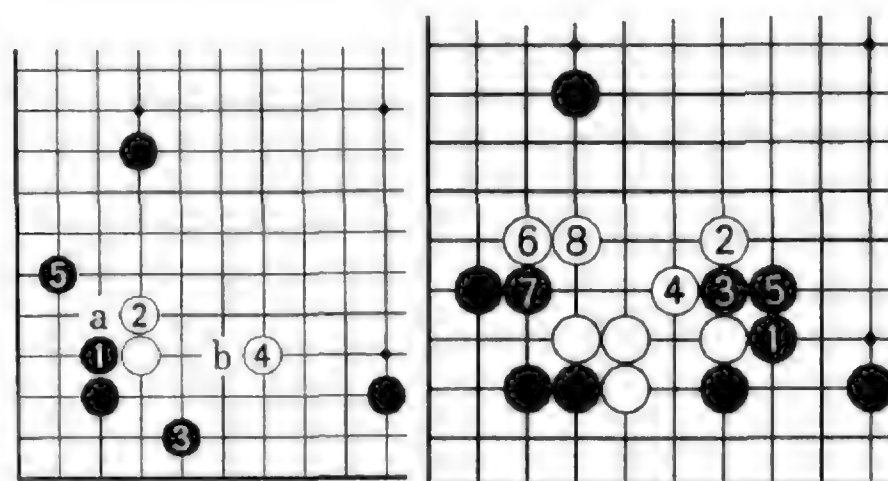
Figure 1 (1 – 50). Cho's aggressive start

Black 1, 3. A very unusual opening with black, but not unprecedented. The first to play it was Go Seigen, in two games against Kitani in the 1930's. Sakata also played it against Go Seigen in the 2nd (Yomiuri) Meijin league in 1963.

Black 7 was the crucial move of the fuseki, so Cho spent 55 minutes on it, making it the slowest move of the game.

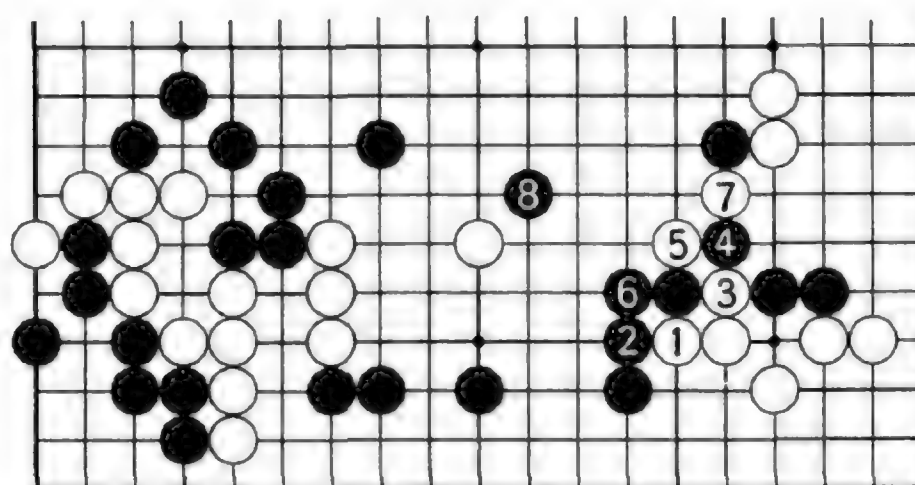
Black 15 was criticized by Takemiya and Takagawa, the referee. The joseki books say to slide on the wider side, which would mean pushing up at 1 in Dia. 1, then sliding at 3. If next White 4, Black plays 5; if 4 at 'a', then Black 'b'.

Black 19, pressing the opponent closely, is Cho-style (19 at 21 is an alternative). However, both Takemiya and Fujisawa Shuko commented that they would have preferred to hane to the right of 20 with 21, in which case Dia. 2 would probably follow. Black 23 is a severe follow-up, but it might be an overplay. The conventional move would be Black 'a' (White 38 and Black 43 would follow).



Dia. 1

Dia. 2



Dia. 3

Black 25. Cho continues to play very aggressively. Instead of 25, pushing up at 26 would be standard. The result to 34 is satisfactory for White: there are too many defects in Black's shape for his attack to be a real threat.

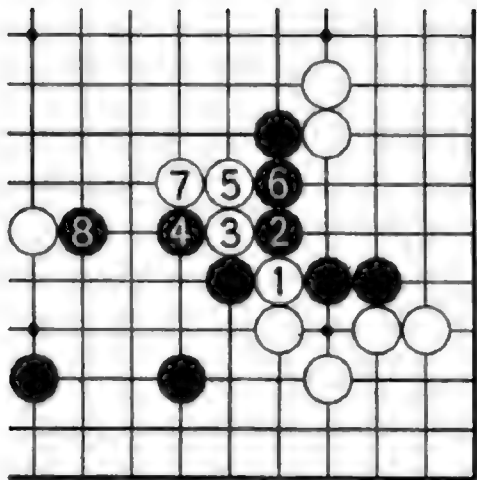
White 36 is conservative. White could also upset Black's strategy on the left by poking his nose through at 37.

Black 43. The sealed move.

Black 45, 47. This combination was lavishly praised by Fujisawa Shuko. 'In the old days Cho didn't have this kind of feel for the game. These are splendid moves.'

White 48. If White attempts to counterattack with 1 etc. in Dia. 3, he will probably lose his group on the left after Black 8. If instead he cuts with 1 and 3 in Dia. 4 (next page), Black 6 works perfectly; after 8, White has to lose something.

However, it is questionable whether White gains anything from playing the forcing moves of 48 and 50: better to jump to 'b' with 48. Rin's strategy was to set up a ko with 54 to 58 in Figure 2, relying on his abundance of ko threats in the bottom left. The way Rin switched from defence to attack here is certainly a good illustration of the rigorous nature of his play.



Dia. 4

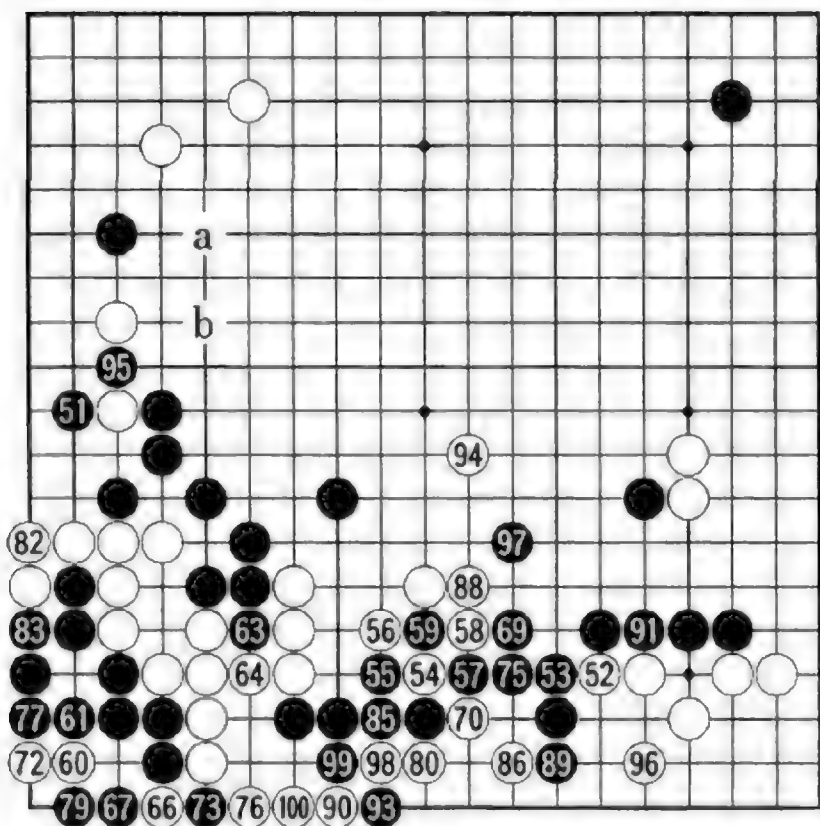


Figure 2 (51 – 100)

*Ko: 62, 65, 68, 71, 74; 78: at 66;
Ko (at 54): 81, 84, 87, 92,*

Figure 2 (51 – 100). *Rin's success in the ko fight*

Black 73. Better to capture at 88, giving up the corner. After White 73, Black could switch to 'a' for a promising game.

The ko fight comes to a kind of pause, or at least changes in nature, when White gives way at 88. Considering that Black's large group still does not have even one eye, this fight has been a great success for White.

Black 95 turns White 48 and 50 in Figure 1 into bad moves (to give them meaning, White needed to get an opportunity to connect at 95, which would be sente, then jump to 'b').

Figure 3 (101 – 153). *Trusting the opponent*

White 16. A thick move which aims at 38. Kobayashi Koichi felt that Black should have played 95 at 16.

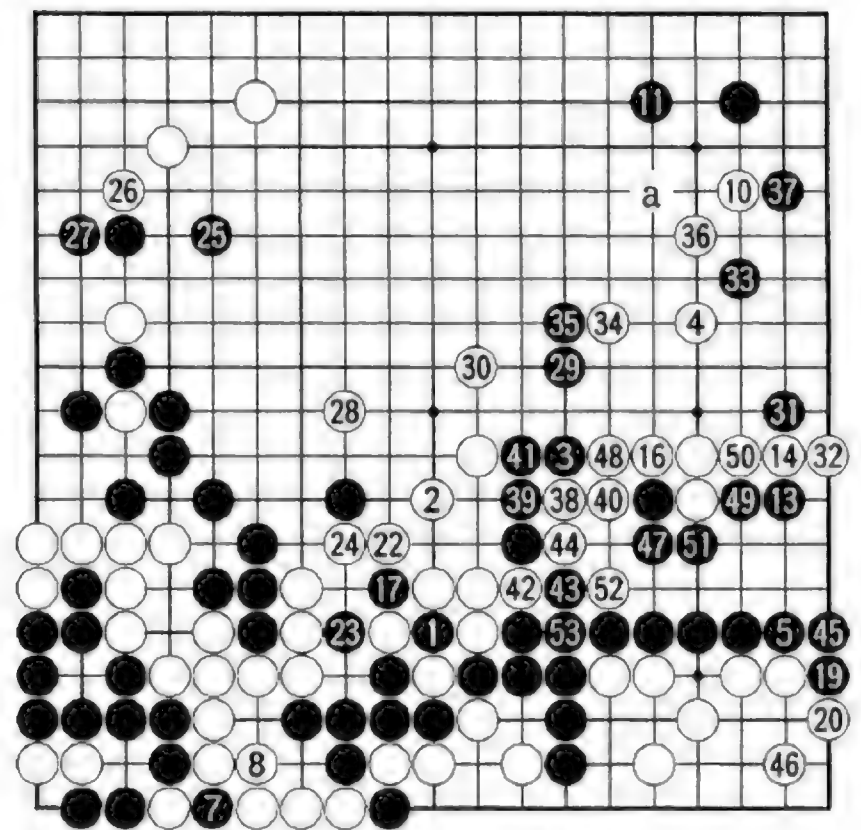
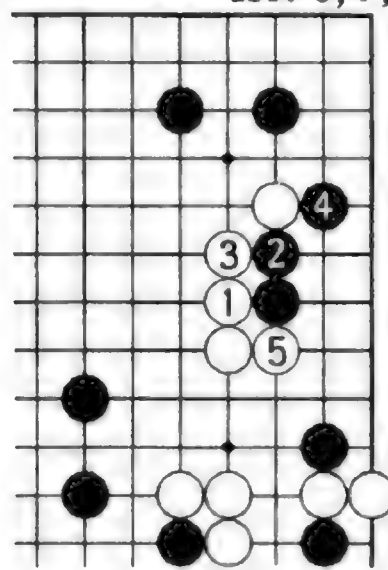
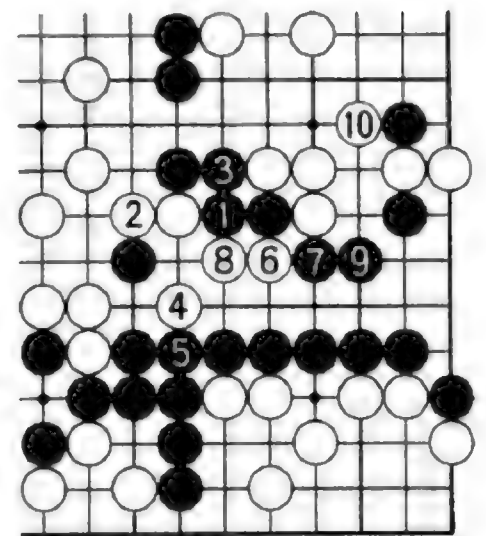


Figure 3 (101 – 153)

Ko: 6, 9, 12, 15, 18, 21



Dia. 5



Dia. 6

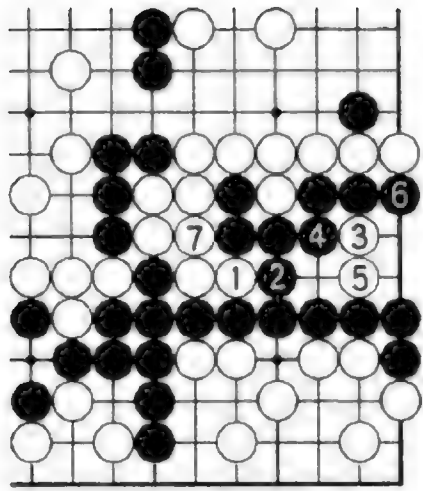
White 28. Better simply to jump to 30. If then Black 29, White jumps to 'a' and has a lead in territory.

Black 31 is a bold attempt to turn the game around. The honte (proper move) is Black 40, but that is too slow.

White 32. Rin went into byo-yomi ahead of Cho. The latter is recognized as the strongest contemporary player in the endgame, so running out of time first was considered a handicap for Rin. He himself ascribed his loss in this game partly to time trouble, so he took care to budget his time more carefully in the subsequent games.

White 34. A strategic mistake, as Black 35 weakens White's centre group. Takemiya maintains that Rin would have won easily if he had followed Dia. 5.

White 38 is a strong attack. Cho must have known it was coming but been unable to spare the time to defend. Up to 48, Black is split into two, bringing us to the problem point of the game.



Dia. 7

Rin thought that he was ahead, so he did not look too closely at the black group (he was down to his last minute of byo-yomi anyway). However, if he had taken a proper look, the game would have been over, as Black's group could have been killed. When Takemiya pointed this out to him after the game, Rin said that he had 'trusted' his opponent: Cho would not leave dead groups lying around, would he?

If White plays 54 at 1 in Dia. 7, Black is dead. After 5, 6 and 7 are miai. If told to look, a professional could work this out in two or three seconds. (Both the game-recorder, Shinkai Hiroko 3-dan, and the time-keeper, Yoshida Harumi 1-dan, noticed it at the time.) Caught up in the heat and confusion of battle, Rin simply didn't think to look. The interesting question is whether Cho noticed it. The Yomiuri reporter questioned him three times and each time Cho denied seeing the kill. However, Sakata Eio, who gave a commentary on the game on TV, refused to believe this. His theory was that Cho believed that he would lose

if he spent a move defending, so he left the group to fend for itself. If White did attack as in Dia. 7, Black would still have plenty of liberties, so he could counter by attacking White's centre group. In point of fact, however, White would win any semeai between the two groups.

Figure 4 (154 – 186). *The chance slips by.*

After Black hanes at 77, White no longer has time to play at 'a' even if he notices it.

Figure 5 (187 – 201). *Upset*

Up to 99 Black completes his preparations. When he strikes at 101, Dia. 7 becomes irrelevant, for Black is at least two moves ahead in the semeai between the two large groups.

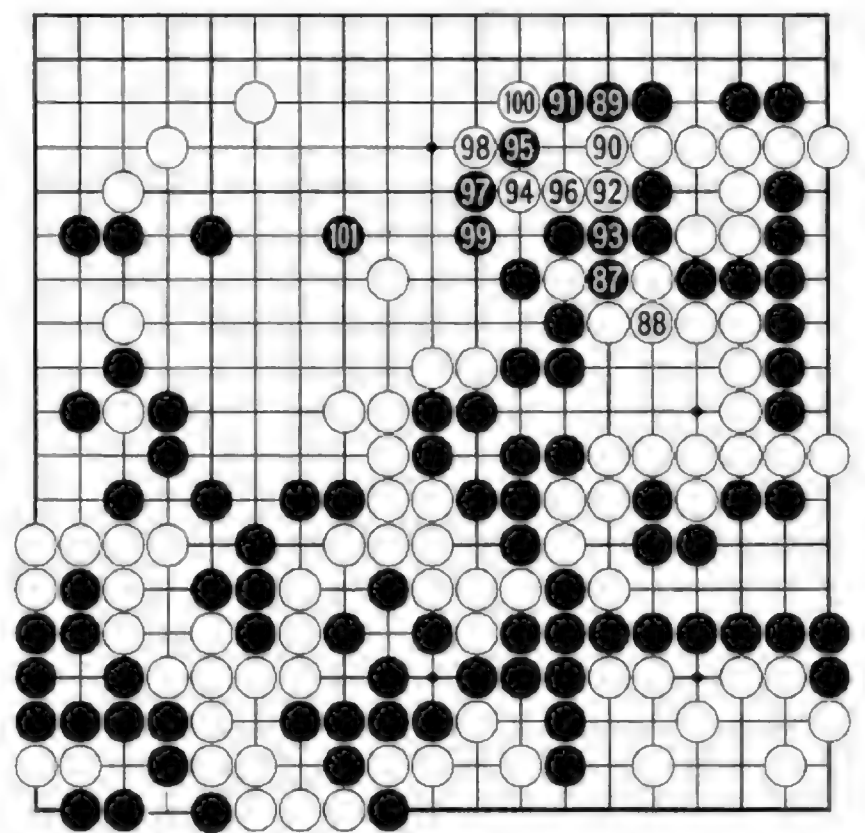


Figure 5 (187 – 201)

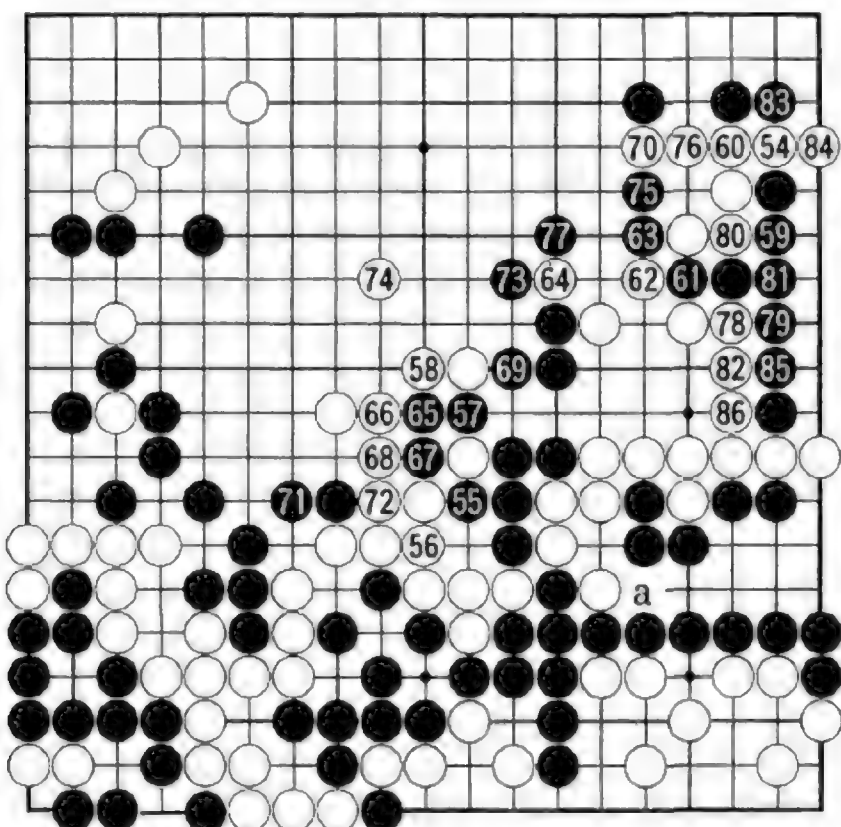


Figure 4 (154 – 186)

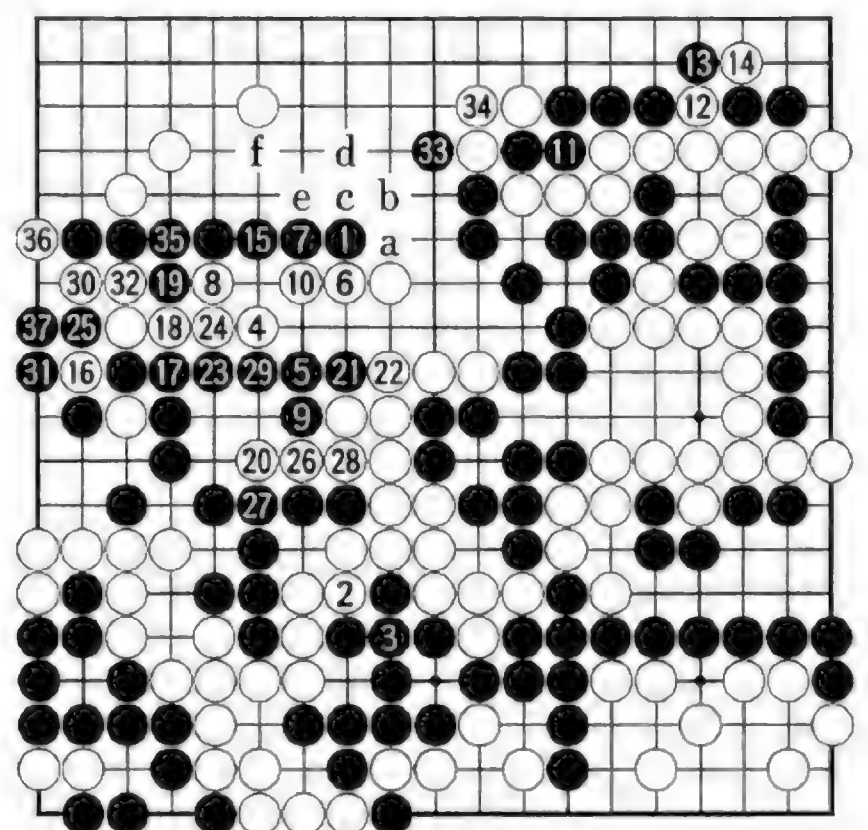


Figure 6 (201 – 237)

Figure 6 (201 – 237). *A lucky start for Cho*

Black 11 looks like a time-saving move, but it is not really. Black wants to be able to force with 33 to defend against White 'a', Black 'b', White 'c': the presence of 33 enables Black to get a geta with 'd', White 'e', Black 'f'.

Black 37 prevents White from getting a ko by throwing in at 37. That leaves White with no option but to resign.

Rin threw away a good game because of a fairly elementary oversight. If Cho really made the same oversight, then this game earns a place in go history with the Go Seigen-Fujisawa Hosai game given on page 11 in this issue. In retrospect, Rin's oversight could be seen as one of the deciding factors of the series.

White resigns after Black 237.

Time taken. White: 8 hours 59 minutes

Black: 8 hours 59 minutes

Game Two

White: Cho Chikun

Black: Rin Kaiho

Played on 25, 26 January 1984 in Toba City.

Adapted from a commentary by Hane 9-dan, with reference to a commentary by Fujisawa Shuko.

Figure 1 (1 – 32). *Cho's centre strategy*

White 2 and 4 are quite a contrast to Cho's opening in the first game. He continued with the bold, centre-oriented strategy of 12 and 14, moves which might seem natural coming from Takemiya but which hardly jibe with Cho's territorial reputation. White 12 is actually rather unusual; one standard strategy has White exchanging 'a' for Black 'b', then switching to 'c'. When White plays 12, Black can aim at invading at 'd', so 14 next is necessary.

Black 15. Defending at 28 would also be quite reasonable, though it would let White set up his sanren-sei with 'c'. If Black is going to play on the left side, many players would play at 'e' to stop White from building a moyo. However, Rin is inviting White to go for a moyo with 16, as he is happy to take a third corner with 17.

White 26. A good move. Cho spent 36 minutes on 28, however. Presumably he was looking at the atari on the other side, at 29. That would lead to the trade (furikawari) in Dia. 1. White gets a lot of corner profit but at the cost of violating his centre-oriented strategy.

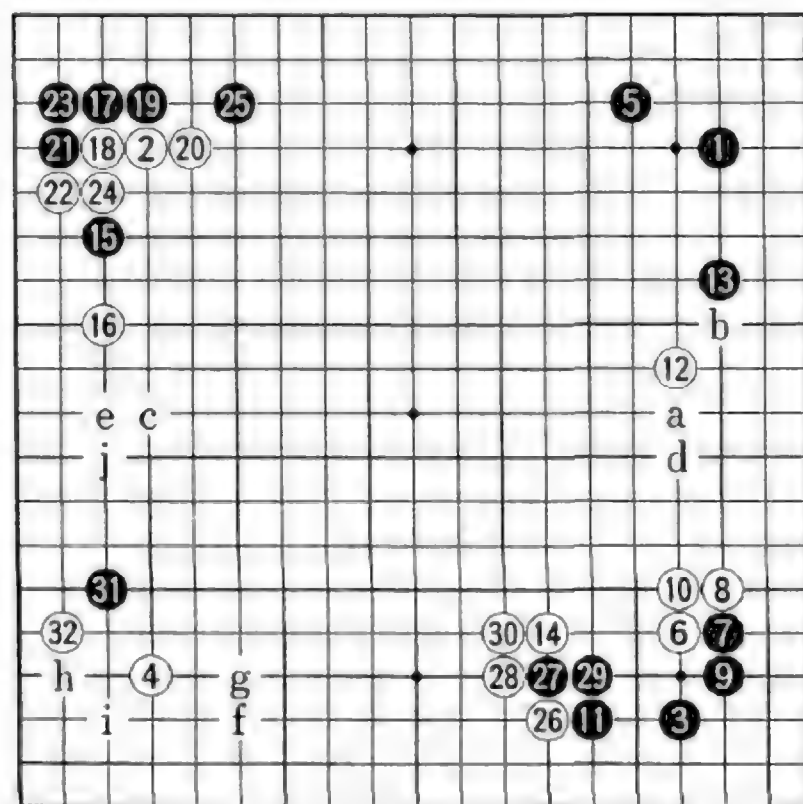
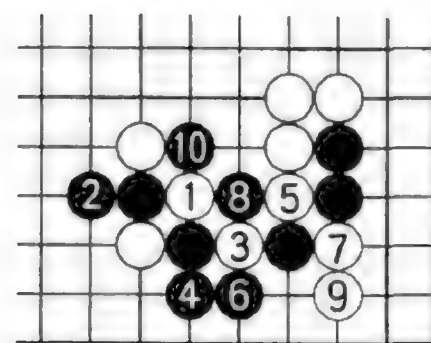


Figure 1 (1 – 32)



Dia. 1

Black 31 is the correct approach move: 'f' is smaller as White is open to the right. The game would be over if White let Black settle himself through White 'g', Black 'h', White 'i', Black 'j'.

Figure 2 (33 – 55). *Rin is criticized.*

Black 33. Shuko and Ishida Akira advocated attaching at 34, which would lead to some complicated variations.

Black 41. Opinion was divided on this move. Hane thought it was small, as Black's side position was open below (due to 32); he wanted to see Black 'a'. Shuko thought that 41 was correct but with an important qualification (see Dia. 2).

Black 47. Slack, according to Shuko. Black should utilize 41 by playing 1 in Dia. 2. White will probably hane at 2 (as White 3, Black 2, White 'a', Black 'b' would be painful), so Black can take sente and switch to 7. If White attacks with 8, Black 9 secures the group. Black can also aim at cutting at 'c': if White 'a', Black squeezes with 'd' etc.; if White 'e' instead, Black connects underneath with 'f'. Shuko felt that moving out sluggishly with 47 was not consistent with 41.

White 48. The sealed move. This move is bad, of course: White should not push at 48 unless he

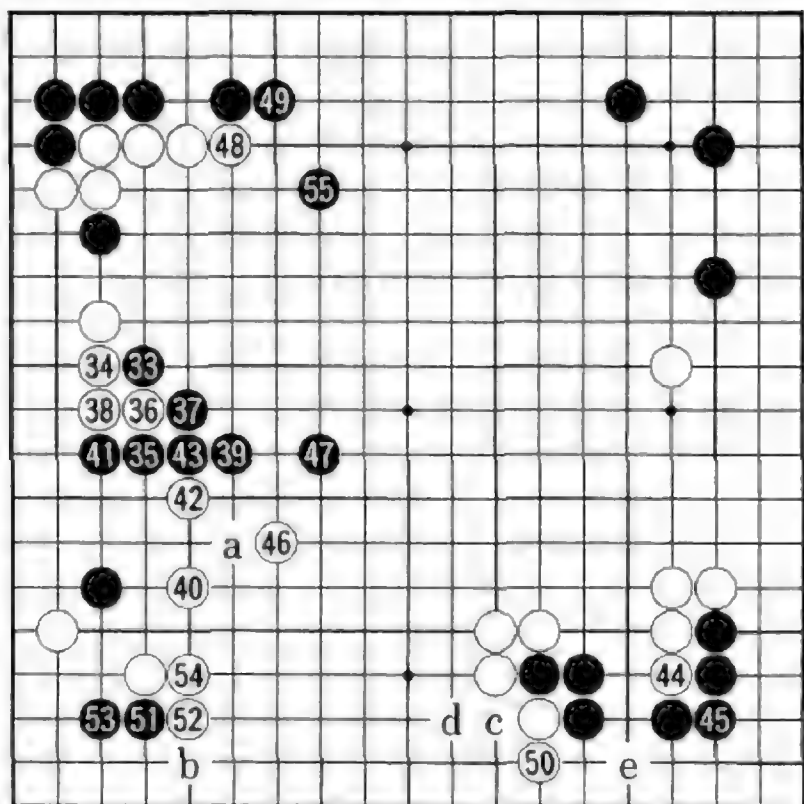
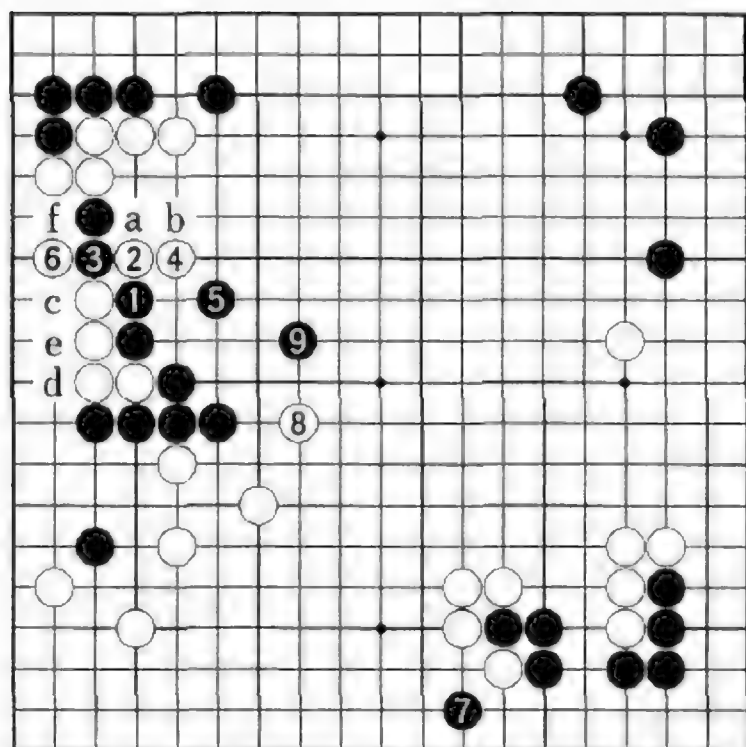


Figure 2 (33 - 55)

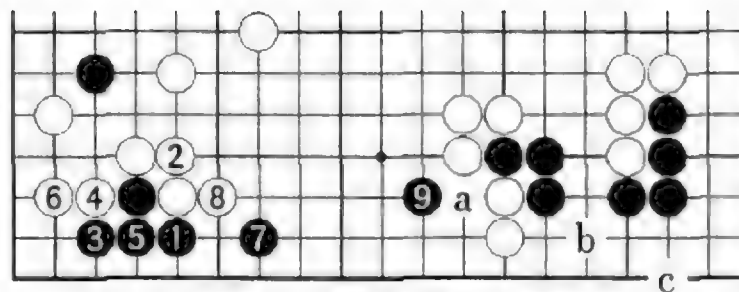


Dia. 2

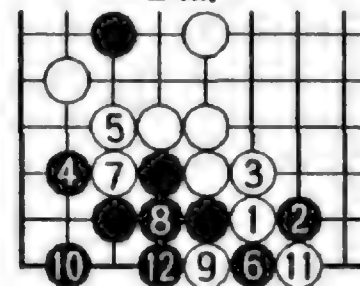
is going to keep on pushing, as 49 strengthens Black's position at the top. Actually Cho had expected 47 to be the sealed move; when Rin played 47 just before time was up on the first day, he had already relaxed his concentration, so he played 48 as a stopgap.

White 50. An excellent move.

Black 53 met with a lot of criticism: Black can live in the corner later, but White's bottom area is too big after 54. Instead Rin should have made a hane at 'b'. White would probably connect at 2 in Dia. 3, in which case Black should be able to live with the aid of the peep at 9. Apparently Rin was worried that after connecting at 'a', White would be able to reduce his corner with 'b' and 'c'. Even so, living at the bottom would have made the game favourable for him.



Dia. 3



Dia. 4



Iwata 9-dan reads out the sealed move, watched by Hane 9-dan.

In view of that, White might block at 1 in Dia. 4 instead of 4 in Dia. 3. Kudo Norio and Shuko both came up with the sequence to 12. The ko at 6 is so big that this is virtually sente for Black.

Black 55. Black could still live by making a hane at 'b', but he will end in gote. Rin concludes that it is too small for this stage of the game and switches to 55. However, he commented later that he should first have thrown in a cut at 'c'; usually the exchange for 'd' would be bad for Black (since the centre is still open), but here defending against the threat of 'e' is the more important consideration. This is one of the focal points of the game.

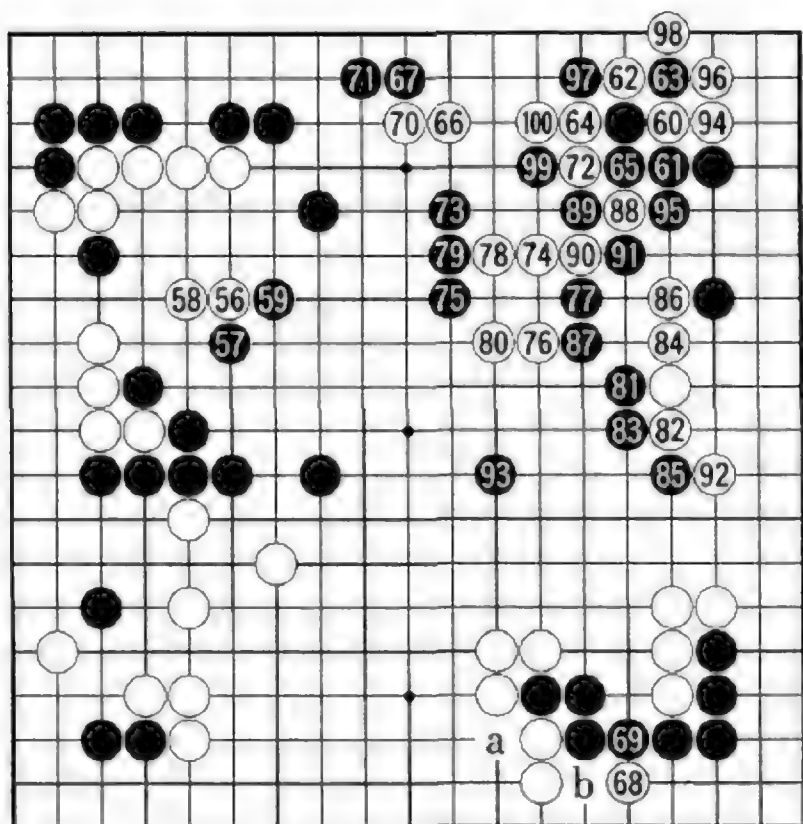


Figure 3 (56 - 100)

Figure 3 (56 - 100). Cho's brilliancy

White 58. Why not at 59? The answer is Black's powerful combination of 2 and 4 in Dia. 5. Up to 12 White loses his eye-shape, so Black would be able to secure the top as territory.

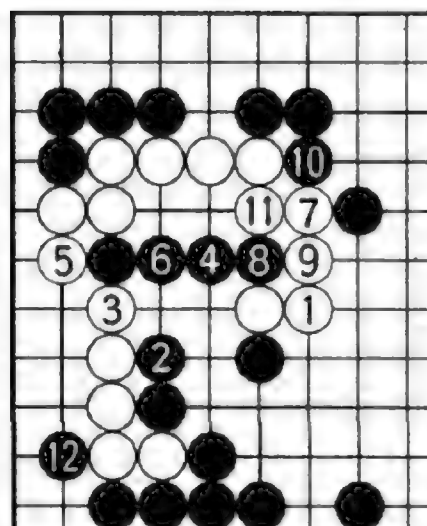
Black 59. When Black linked up his two groups, blocking off the centre in the process, many observers thought that he was ahead, but the players disagreed. Rin felt that his development had been too cumbersome, while Cho was satisfied with his position.

White 60. The game will be decided by how effectively White reduces Black's moyo at the top. Cho goes right in with 60. There are various alternatives for 61, but whatever happens it seems impossible to prevent White from succeeding with his invasion.

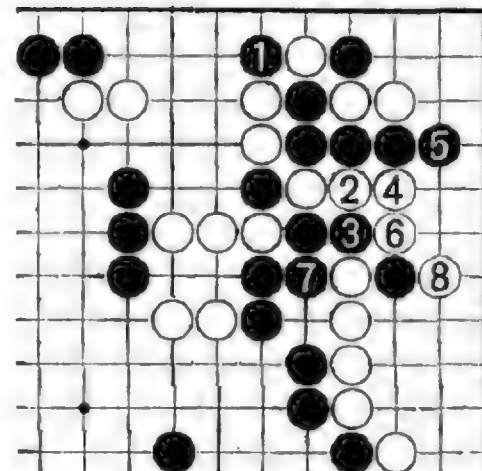
Black 67. This is Black's last chance to cut at 'a'. Without the cut, Black has no choice but to answer 68 at 69, so later White will be able to reduce him to the minimum eye-shape in the corner. With the cut, Black could play 69 at 'b'.

Black 89 and 91 are clever moves, but White has an even cleverer answer at 94. Black's answer at 95 is forced. If instead he plays 1 in Dia. 6, White links up all his stones with 2 to 8. Neither Rin nor any of the players following the game saw this tesuji coming.

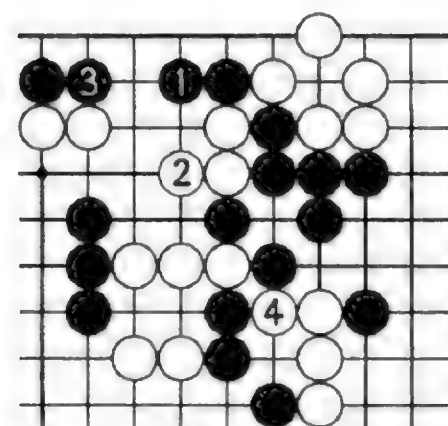
The continuation from 96 to 5 in the next figure is forced. The trade is obviously a bad setback for Black. In retrospect, one can say that Black should have played 93 at 95, as he would then have been able to continue his attack on the



Dia. 5



Dia. 6



Dia. 7

white group, but it's easy to be wise after the event.

Black 99. If at 1 in Dia. 7, Black will lose the semeai after 4.

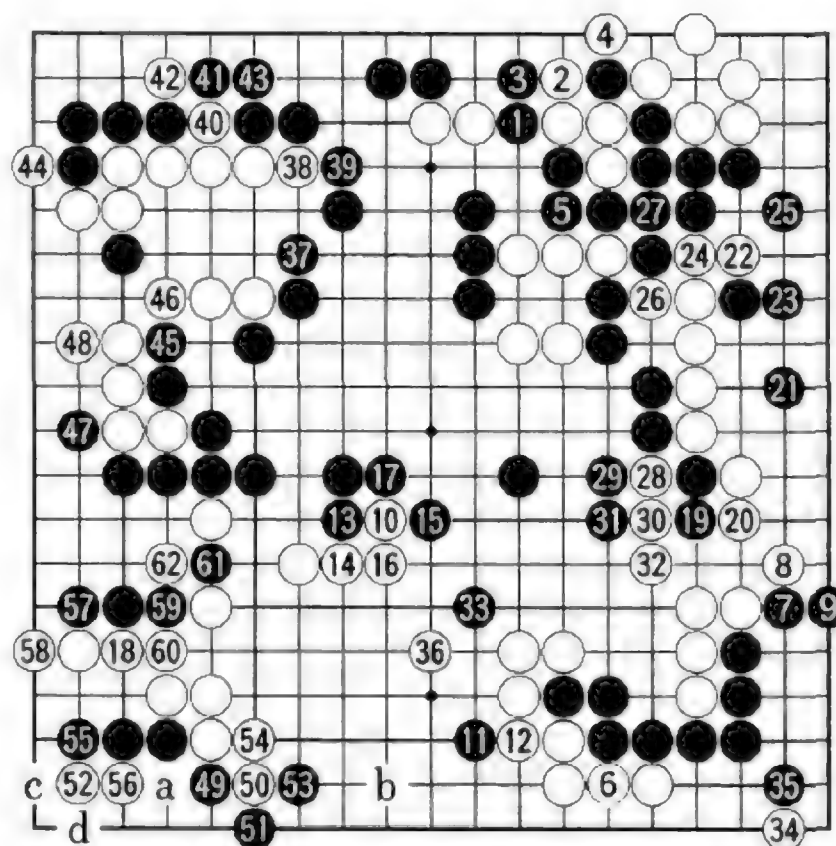
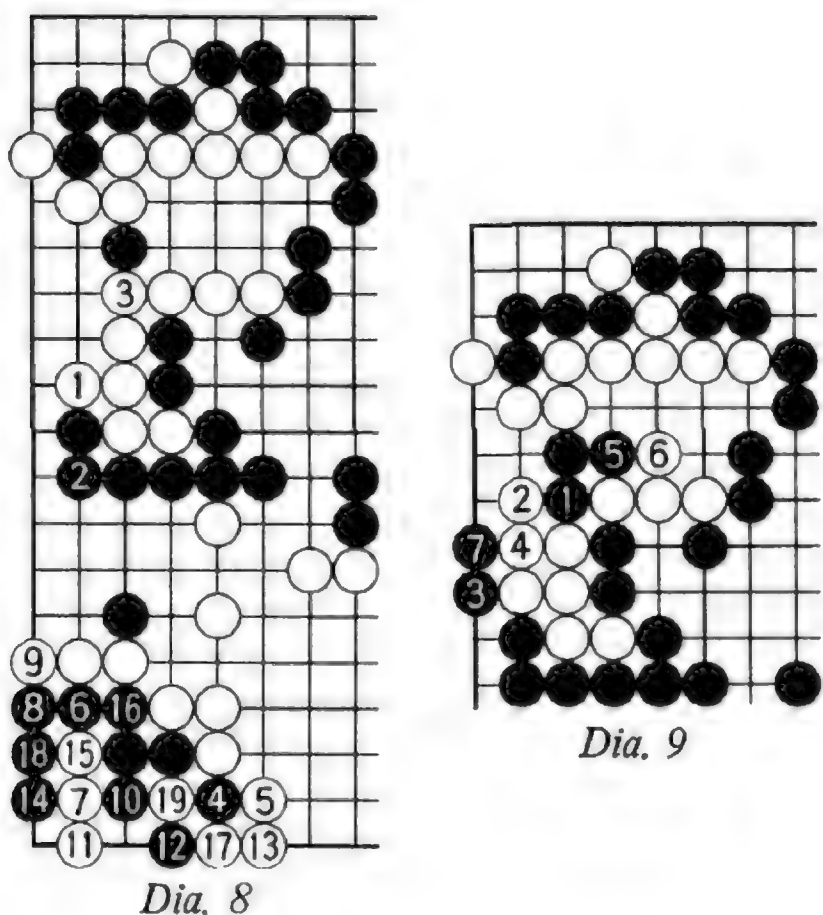


Figure 4 (101 - 162)

Figure 4 (101 - 162). Coasting to a win

White 18 is the last large point (killing Black is worth 20 points). There is nothing left to fight over.

Black 47 conceals a trap. If White answers at 1 in Dia. 8, Black 2 forces White 3. Black then brings his corner stones back to life. Black 8 threatens to link up along the edge, so Black is



able to set up a ko up to 19 (if he wins the ko, he gets a seki). If White omits 3, Black kills him as in Dia. 9. Cho was in byo-yomi, but he had probably read all this out earlier in the game.

Black 49. Rin is just setting the scene for resignation. White answers correctly with 52: cutting at 'a' would just give Black a ko.

White 56. If next Black 'a', then White 'b'; if instead Black 'c', White doesn't give him a ko with 'a' but kills him with 'd'.

This game was yet another demonstration of what a versatile player Cho has become. Not many players would stake an important game on an unfamiliar, untested strategy (12 and 14 in Figure 1), let alone one so out of keeping with their usual style. Cho rarely comes up with new josekis, but strategically he is always trying to extend the range of his game.

Rin concluded that he lost because he failed to make the cut at 'a' in Figure 3. He fell a victim to the professional reluctance to destroy aji.

Incidentally, this game made the results between the two even at 15 wins each.

Black resigns after White 162.

Time taken. White: 8 hours 59 minutes

Black: 8 hours 34 minutes

Game Three

White: Rin Kaiho

Black: Cho Chikun

Played on 1, 2 February 1984 in Morioka City.

Commentary by Kudo Norio 9-dan.

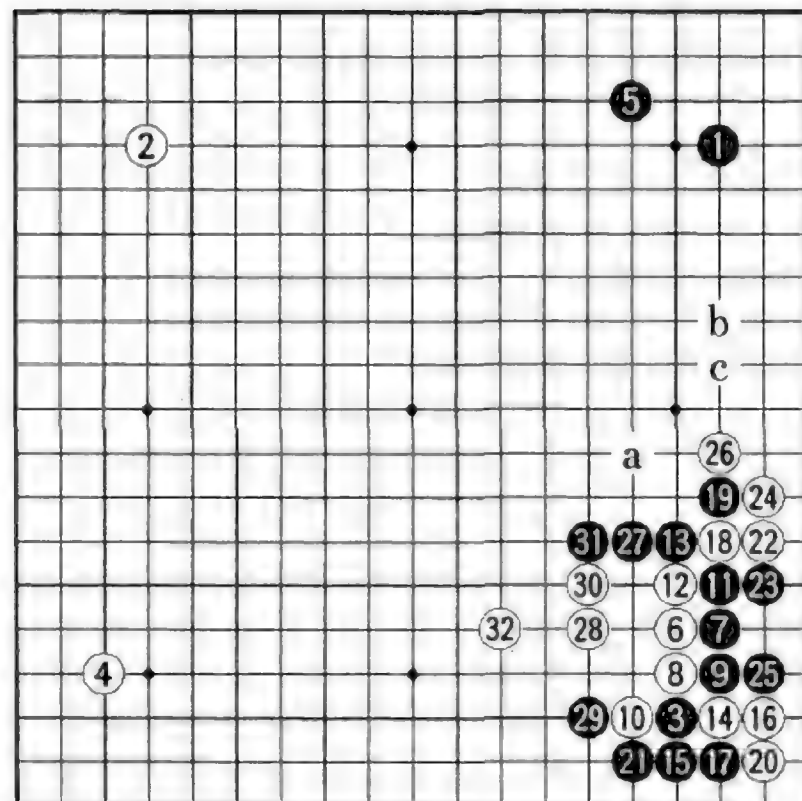


Figure 1 (1 – 32)

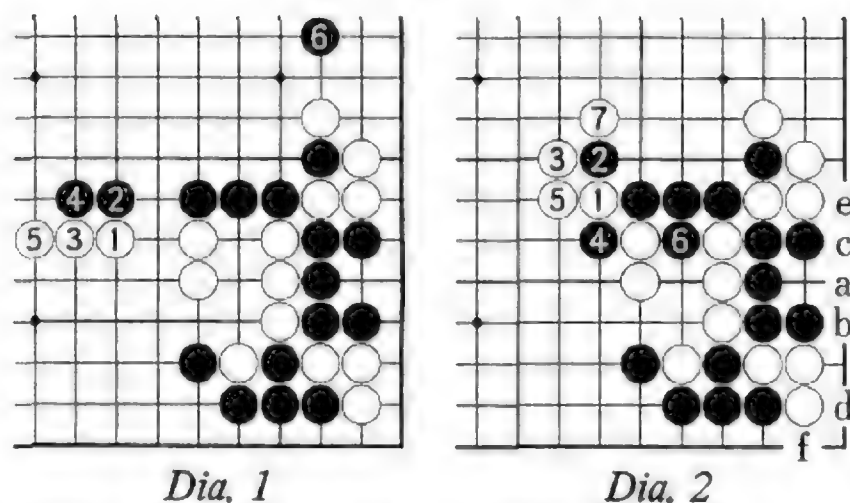


Figure 1 (1 – 32). Rin's new move

The sequence to 30 is the standard large avalanche joseki. Black 31 next is natural: if instead Black played 'a', then his enclosure at the top would go to waste after White 'b'. The aim of 31 is to attack later at 'c'. This move was invented by Fujisawa Shuko in 1968 (see *Dictionary of Basic Joseki*, Vol. 2, page 64); his opponent answered as in Dia. 1, so Shuko achieved his aim of attacking at 6.

Subsequent research established the pattern in Dia. 2, in which White counters with the hane at 1, leading to a trade. If White is going to give up his three stones like this, he should first, that is, with 3, play the forcing sequence from White 'a' through to Black 'f' or else suffer a loss of six points. The only thing is that when White does play this yose sequence, Black may decide to avoid the exchange variation and follow Dia. 3 (next page).

This is the background against which Rin played the new move of 32. His innovation was well received and will probably be adopted by other professionals.

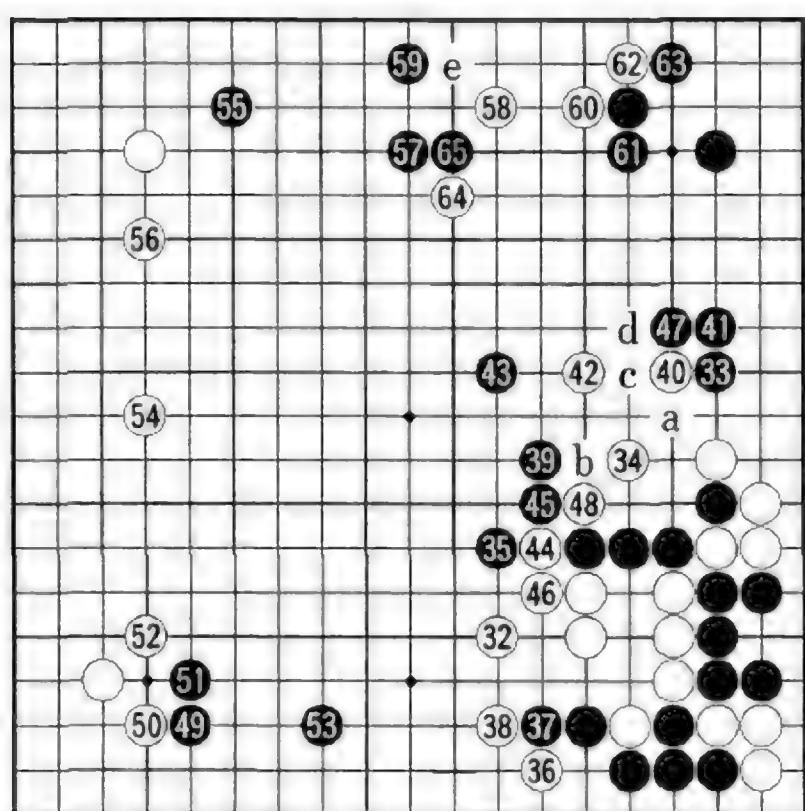
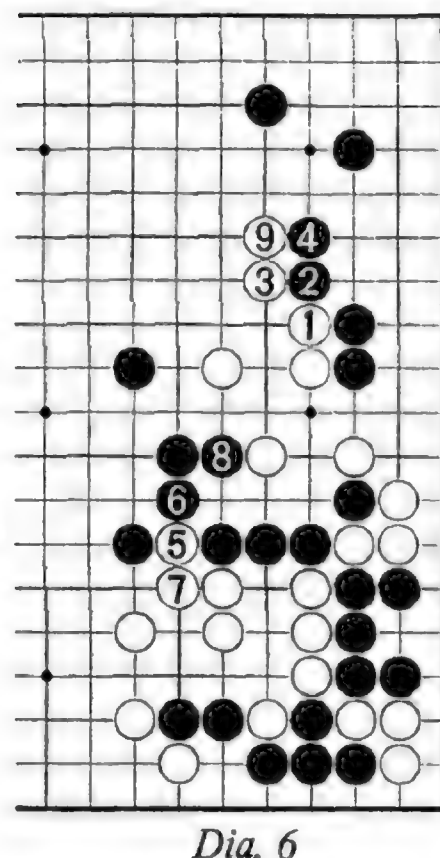
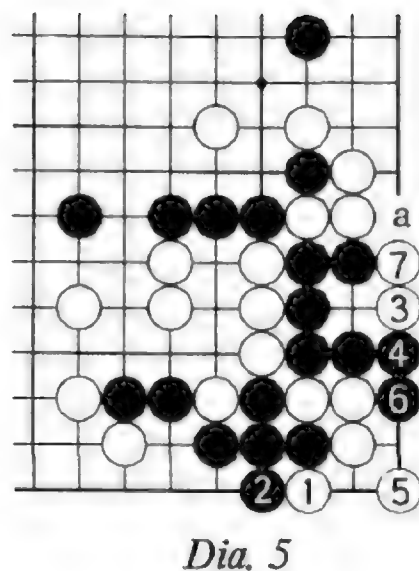
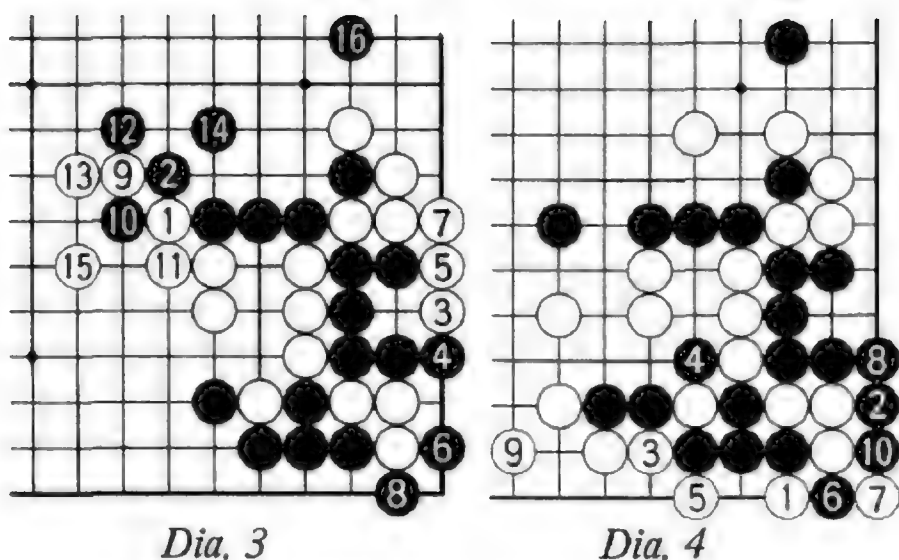


Figure 2 (32 - 65)

Figure 2 (33 - 65). Rin misses the vital point.

The aim of 32 is the follow-up at 36. After 38, White can next aim at 1 in Dia. 4. Black 2 is the correct answer and then the moves to 10 are forced. That means that White is able to play 9 in sente, which gives him a lot of strength at the centre bottom. Note that Black must not block at 2 in Dia. 5, as that gives White a ko (a direct ko when White connects at 'a').

Black 39. Cho regretted not peeping at 'a' first, as that would have slowed White down a little. Rin in turn commented that that meant that White should have played 34 at 'a'.

White 44 was premature: Rin never dreamed that Cho would sacrifice his four stones. He expected Cho to play 47 at 'b', after which he planned to push at 47.

Black 47 is the vital point. It is, moreover, one of the crucial points of the game. Whatever happened, White had to play here. Shuko, who gave a public commentary on the game at the

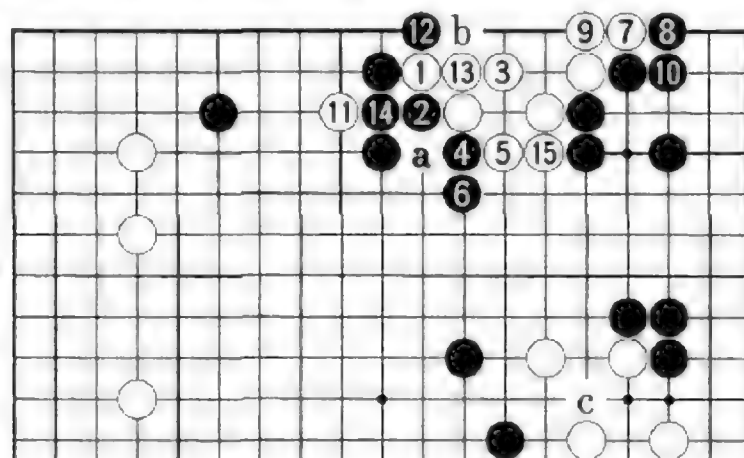
Nihon Ki-in, argued strongly that White should have followed Dia. 6 with 44. After pushing up with 1 and 3, White can now go back and hane in at 5. The result to 9 would be reasonable.

White 48. Rin had no choice but to go through with his cut, though he was probably far from happy. Thanks to 47, Black can cut at any time by giving atari at 'b'. According to Shuko, this cut makes Black so strong at the top that he should play it immediately instead of 49.

White 50. The sealed move.

White 54, 58. Shuko felt that defending against the cut (with 'c' or 'd' or 'b' — it's hard to say which is best) took priority over these moves. Once White starts playing at the top right, Black can make the cut with maximum effectiveness.

White 64. Rin commented later that he should have taken advantage of his wealth of ko threats (seven in the bottom right) to play 64 at 'e'. On the basis of this hint, Kudo worked out the sequence in Dia. 7. If Black ignores 1, White fights a ko with White 14, Black 11, White 'a'. Again, if Black 4 at 12, White plays a ko with 'b'. The result here is certainly superior to that in the



Dia. 7

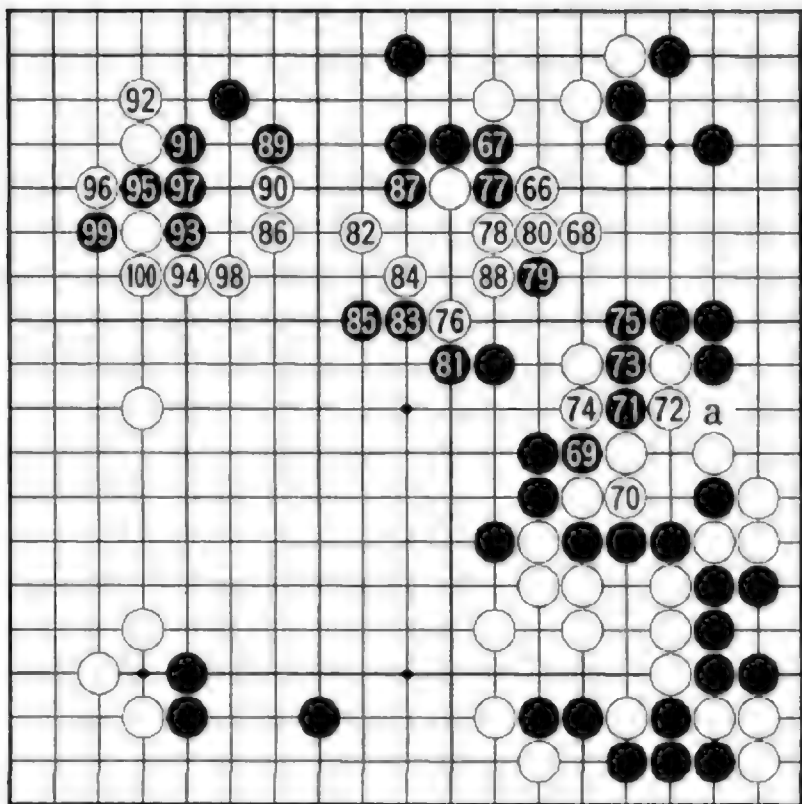
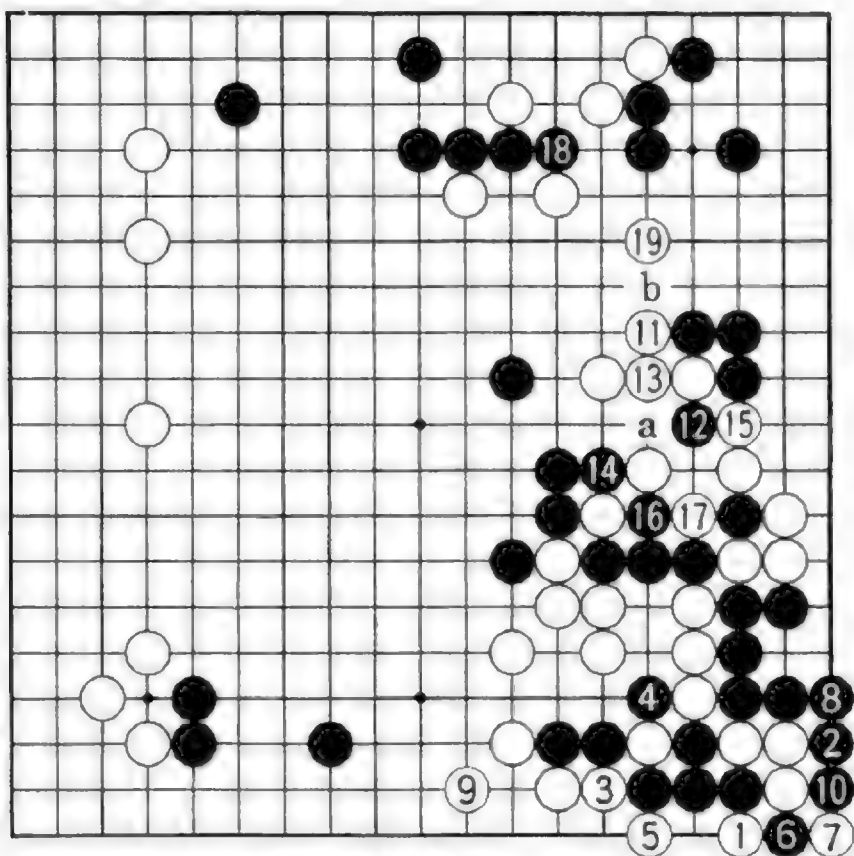


Figure 3 (66 - 100)



Dia. 8

game: here the cut at 'c' is not a major worry. Figure 3 (66 - 100). *Cho pushes Rin around.*

White 68. Rin spent an hour on this move but not to good effect. Rin: 'White 68 was terrible. Saving the three stones at the top is worth a dozen or more points, but Black immediately seized more than that back in return, on top of which he severely harassed my group.' Rin, who also called 68 the losing move, commented that he should have played at 11 in Dia. 8, after first playing the forcing sequence to 10 at the bottom. If Black 12 at 14, White plays 'a', Black 16, White 'b'.

Black 69 - 75. The cut works perfectly, transforming the weak black group into a strong, menacing presence. The contrast with Dia. 8 could not be more marked. From here on, Black keeps

White on the run, denying him any opportunity to get back into the game.

White 74. The 'natural' cut is at 75, but here it would be meaningless as White cannot connect in answer to Black 'a'.

White 82. If at 83, Black 88 spoils his shape. White has to submit to being pushed around by Black in the centre.

Black 91 is a superb move. The urge to answer at 92 is irresistible but unreasonable. Rin yields to the temptation but pays for it by losing two stones up to 5 in the next figure. He can't use 98 to defend the corner because Black 98 would be deadly.

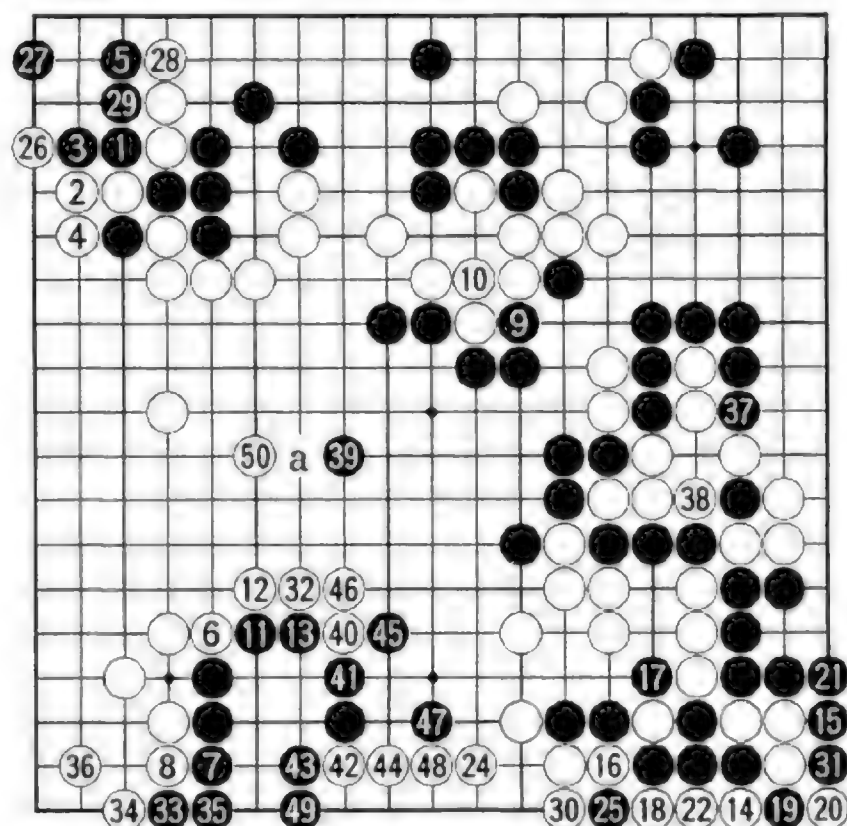


Figure 4 (101 - 150)

23: connects

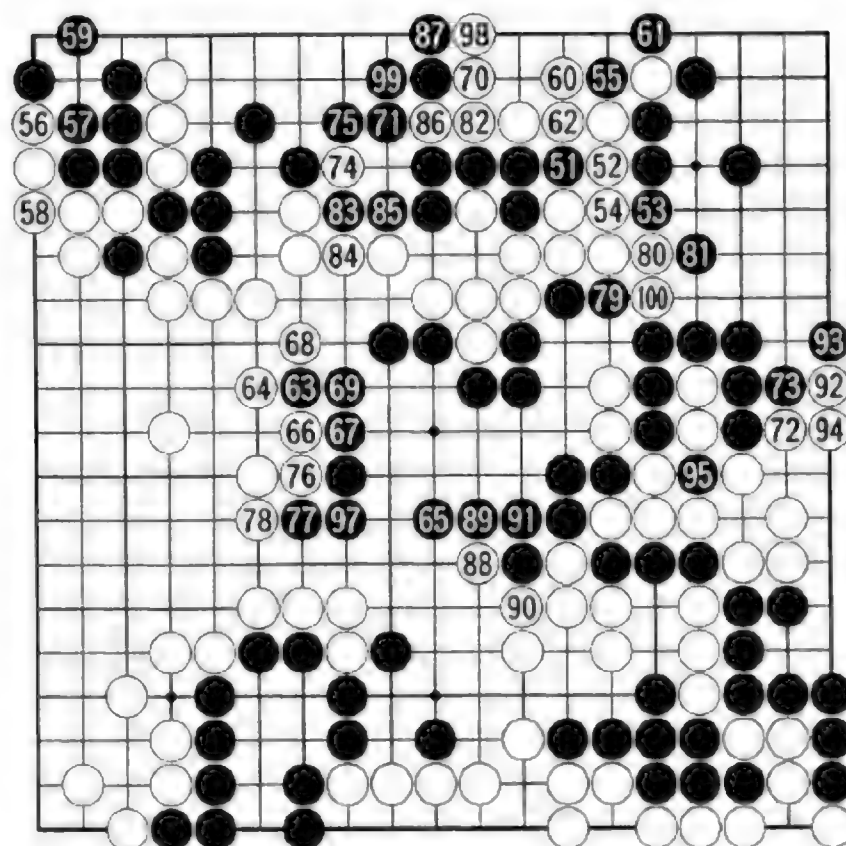


Figure 5 (151 - 200)

96: retakes

Figure 4 (101 – 150)

White 32. White wants to set up the attack at 42, but perhaps 'a' is bigger.

Black 43. If at 44, Black would be in trouble after White 43.

Figure 5 (151 – 200)

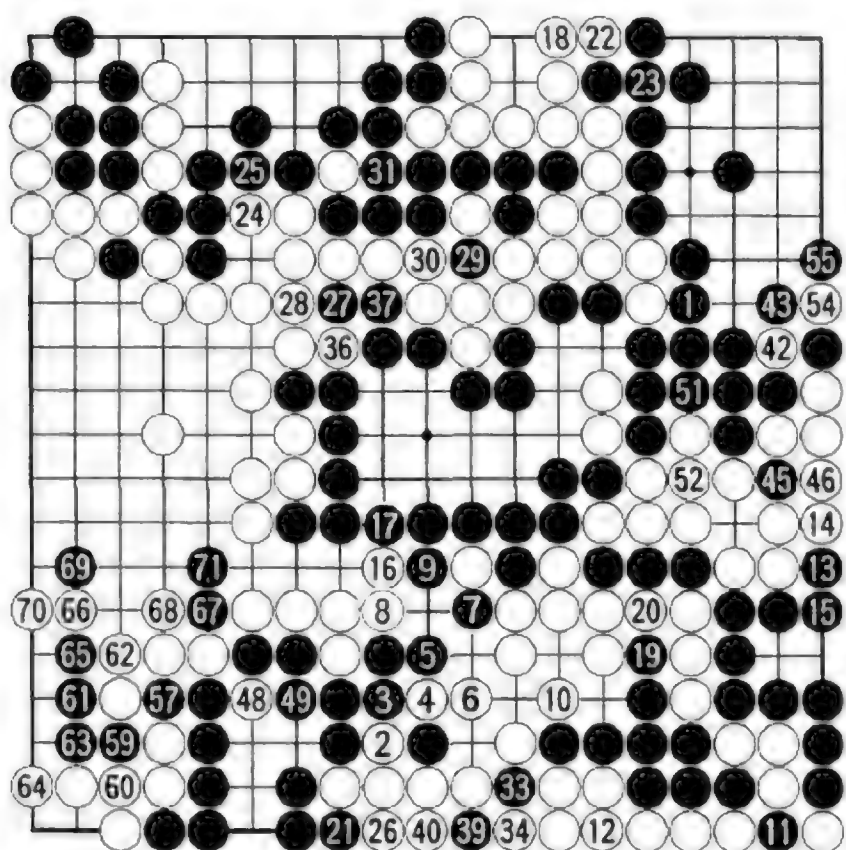
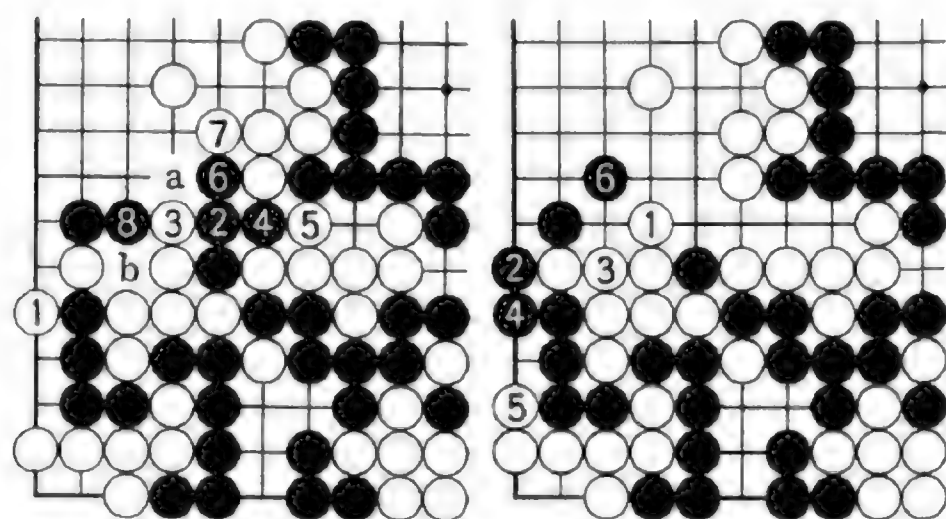


Figure 6 (201 – 271)

Ko (over 29): 32, 35, 38, 41, 44, 47, 50, 53, 56; 58: connects (at 29)



Dia. 9

Dia. 10

Figure 6 (201 – 271)

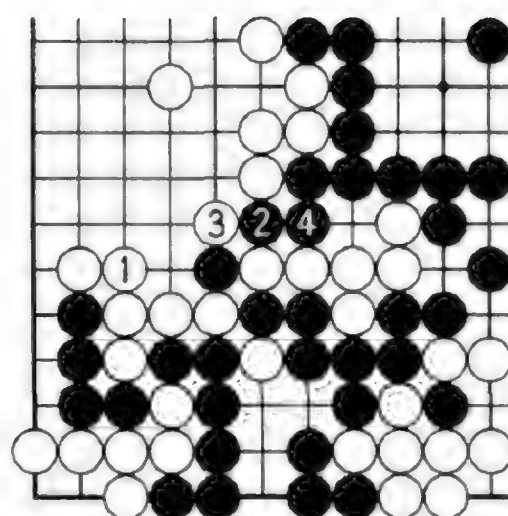
White 58. Just obstinacy on Rin's part – he knows he has to add a stone on the side, but he is ten points behind on the board anyway.

Black 67, 69. The timing of these moves is important.

White 70. If at 1 in Dia. 9, Black plays 2 to 8, making miai of 'a' and 'b'. If instead 70 at 1 in Dia. 10, White collapses after 2 to 6.

The conclusion is that White had to play 68 at 1 in Dia. 11, but then 2 and 4 cause him a loss of three points.

This game will be remembered for Rin's joseki



Dia. 11

innovation. Doubtless he would prefer to forget his subsequent failures in twice missing the vital strategic point (47 in Figure 2 and 75 in Figure 3). Measured against Cho's superior whole-board perception, he was found wanting and his Kisei challenge seemed to be about to founder.

White resigns after Black 271.

Time taken. White: 8 hours 59 minutes

Black: 8 hours 50 minutes

Game Four

White: Cho Chikun

Black: Rin Kaiho

Played on 15, 16 February 1984 in Naha City, Okinawa. Commentary by Ishida Yoshio, with reference to a commentary by Fujisawa Shuko.

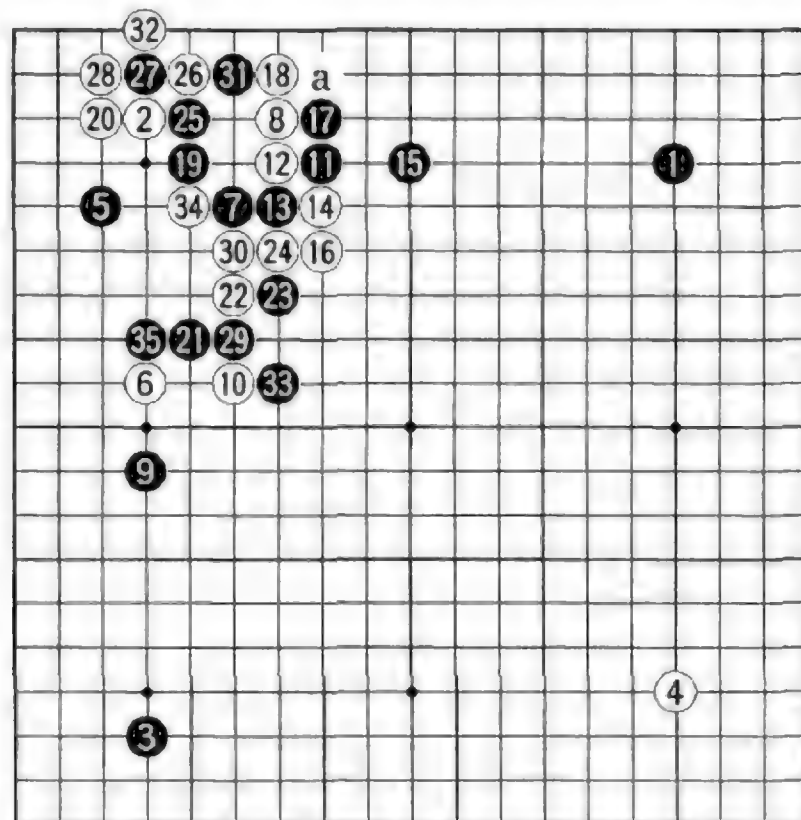
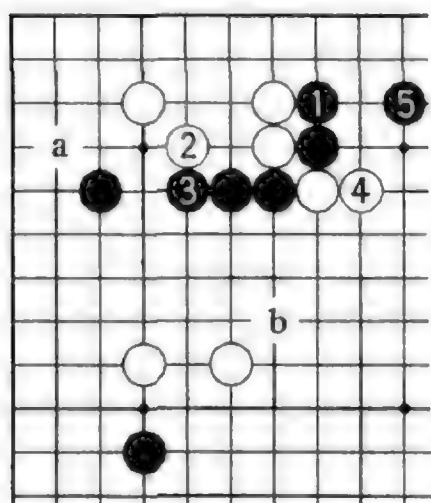


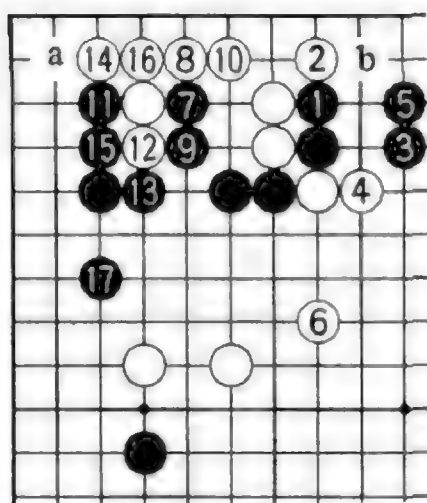
Figure 1 (1 – 35)

Figure 1 (1 – 35). Virgin territory

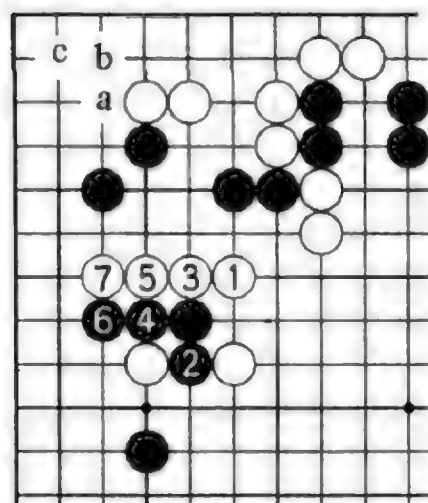
White 6. Recently the three-space pincer has displaced the old war-horse, the two-space pincer, in popularity, but there are still few established joseki patterns. Every game is an exploration of



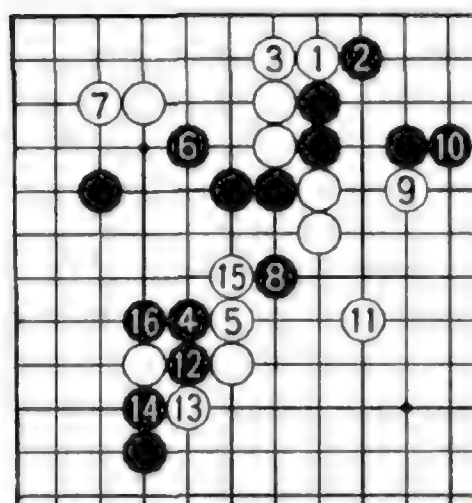
Dia. 1



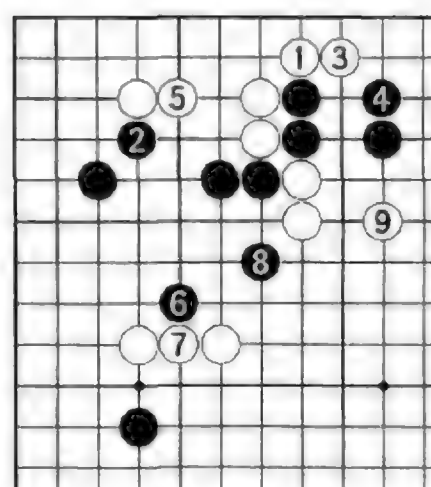
Dia. 2



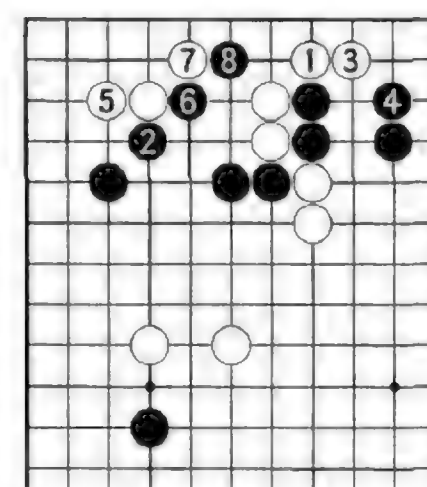
Dia. 5



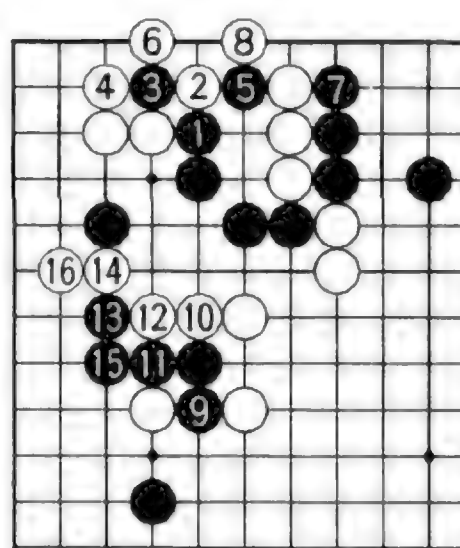
Dia. 6



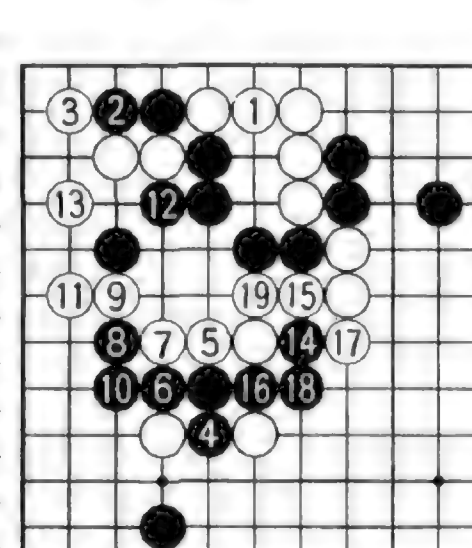
Dia. 3



Dia. 4



Dia. 7



Dia. 8

virgin territory and a contribution to go theory. This game, in particular, features some extremely difficult fighting, so it is hard to give a concise commentary on it.

Black 11. This move, which is standard with the two-space pincer, does not even appear in the two-page section on the three-space pincer in *Dictionary of Basic Joseki* (Vol. 2, pp. 127–128).

The first problem is what happens if Black blocks at 17 with 15.

Dia. 1. If White 2, Black is satisfied with 3 and 5. If next White 'a', Black moves out with 'b'.

Dia. 2. If White hanes at 2, the sequence to 17 is possible. White does not have a perfect blockade, while Black 'a', threatening to kill White with 'b', is sente. This result is also reasonable for Black.

White 18 is an important move. White could also hane at 1 in Dia. 3, but then he has to answer Black 2 at 5. If he went the other way, as in Dia. 4, Black would strike with 6 and 8 and the game would be over.

Instead of 7 in Dia. 3, White might counter at 1 in Dia. 5. He suffers damage to his left-side position from Black 2 to 6, but in exchange he seems to take the corner. However, Black can still get a ko there with Black 'a', White 'b', Black 'c'.

White 20. This move was played by Rin in a

game against Ishida Yoshio in the 3rd Stage of the 6th Kisei title in 1982 – the variation in that game is shown in Dia. 6 – but the players concluded after the game that 20 should be at 25. However, Rin missed the right sequence for taking advantage of Cho's White 20.

White 22. A very sharp counter-thrust.

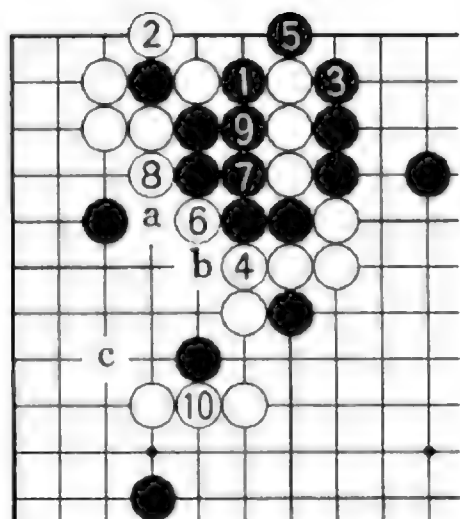
Black 23. Black should play 25 immediately; see Dia. 7.

Dia. 7. The key move is the sacrifice at 3. If White 4, Black will be able to play 7 in sente, which would be very satisfying. Therefore, instead of 4 –

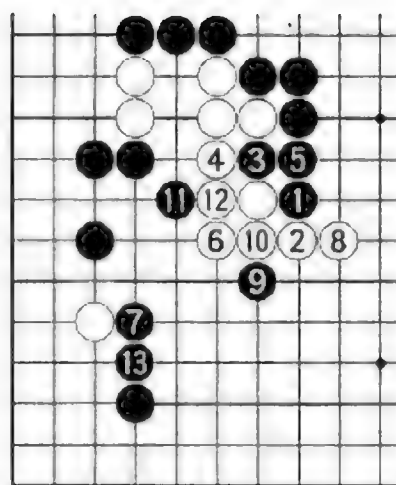
Dia. 8. White will connect at 1 here. In this case, Black sacrifices another stone with 2, then pushes through at 4. The sequence to 19 will probably follow. Rin commented later that this would be reasonable for Black – it is certainly an improvement on his result in the game.

Black 29. Better to give atari at 31. Changing the order leads to a completely different game. After Black 1 and 3 in Dia. 9 (next page), White will play 4 on the outside instead of saving his three stones. The result to 10 is not as good as it looks for White, as Black can save his cut-off stone with Black 'a', White 'b', Black 'c'.

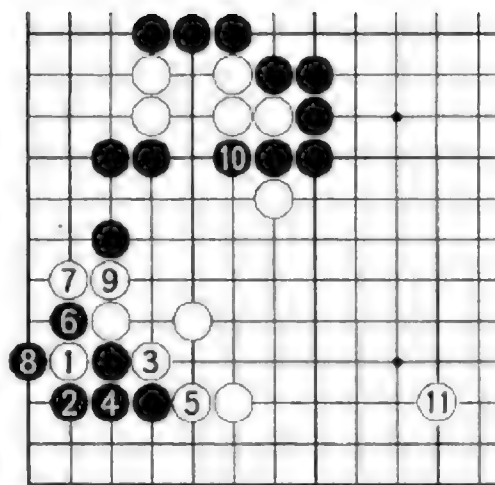
The result to 35 is a little unsatisfactory for Black, mainly because Black 'a' will not be sente.



Dia. 9



Dia. 11



Dia. 12

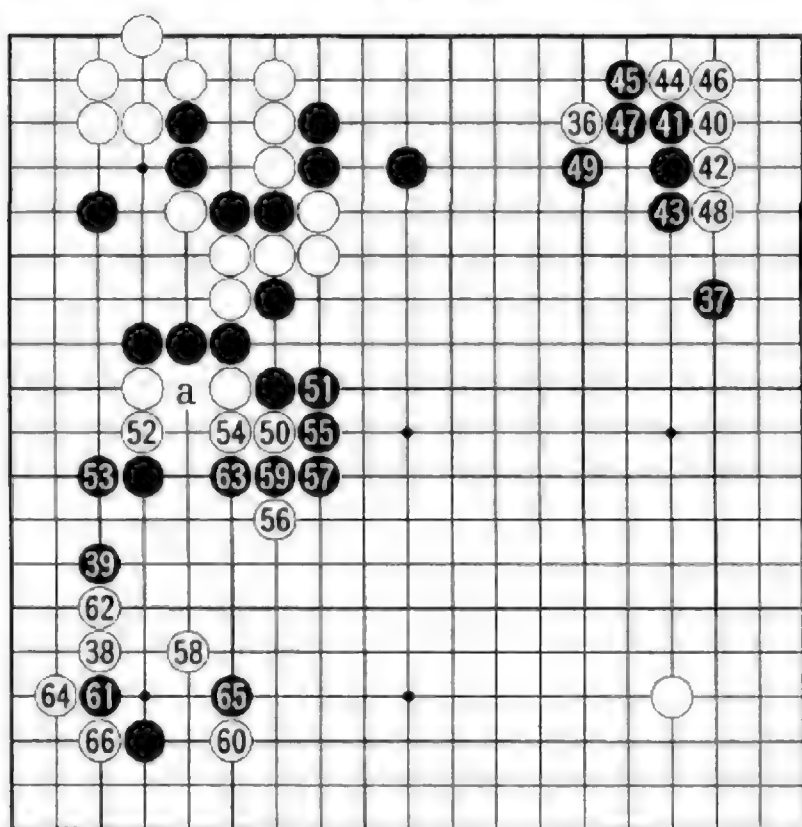
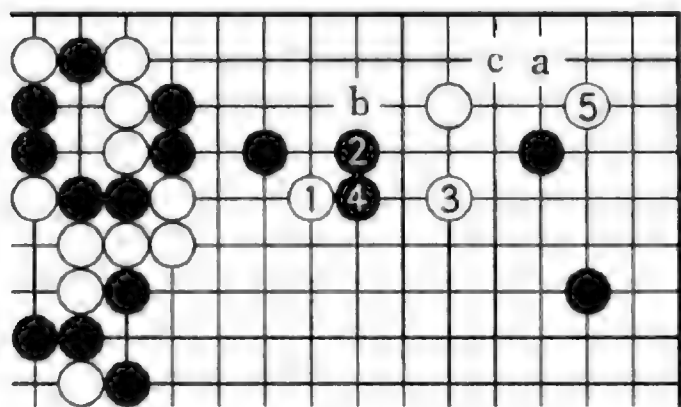


Figure 2 (36 - 66)



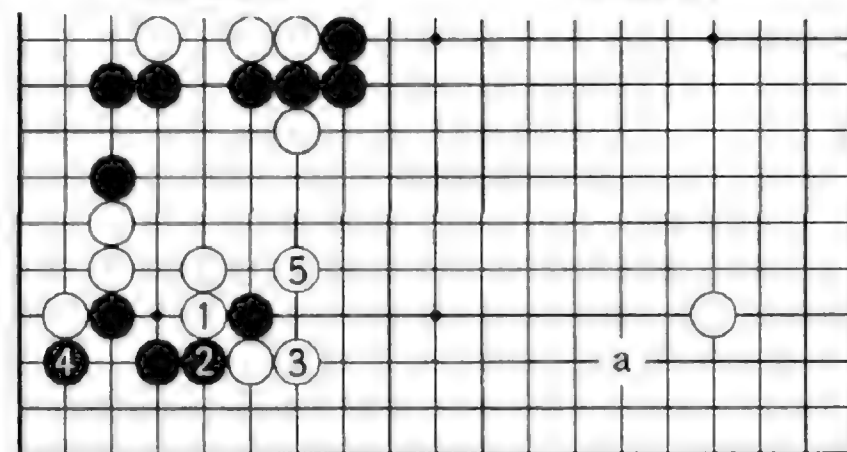
Dia. 10

Figure 2 (36 - 66). The lead fluctuates.

Black 37 invites White to come into the corner.

White 38. Cho spent 91 minutes on this move. Apparently he was trying to make up his mind how to play at the top. After the game he commented that he should have played at 1 in Dia. 10. If 2, White 3; if 4, White enters the corner at 5. This is not bad for White, so Black might secure the corner with 2 at 'a'; if then White 3, Black 'b' and White 'c' would follow. Cho seems to have spent most of his time trying to work out the continuation after this variation.

White 40 is big, but Cho regretted it very much. Ishida calls it a mistake which makes the game



Dia. 13

level again. White should after all start a fight with 1 in Dia. 10. Shuko also had an interesting comment: 'I hear Cho said he wished he hadn't played 40, but it's hard to say where he should have played. When you are playing a game you get greedy. This is a very unusual game; each move is extremely difficult. I spent a lot of time studying this game, playing through it five times, but I still don't even begin to understand it.'

White 50. Shuko: 'A splendid move which shows the fierceness of Cho's go. Starting a fight here shows the accuracy of his overall judgement.'

Black 51 is uncompromising, but Rin could have kept things simple by giving atari at 'a'.

Black 57 gives White the chance to play for a trade with 58. Black should have attached at 1 in Dia. 11. The white group can escape, but in the process Black secures the corner and side territory and can still look forward to attacking the white group. Rin expected Cho to answer 57, but it is precisely this kind of facile assumption that Cho is such an expert at betraying. White 58 and 60 make the game favourable for White again. He slips up one move later, however.

White 62. White should play 64 immediately. Black lives in the corner with 2 to 8 in Dia. 12, but then he has to reinforce at 10, so White can extend to 11, thus maintaining his lead. Apparently Cho overlooked Rin's clever sabaki move at 65.

White 66. White 1 in Dia. 13 is what Black wants. Black takes sente and switches to 'a'.

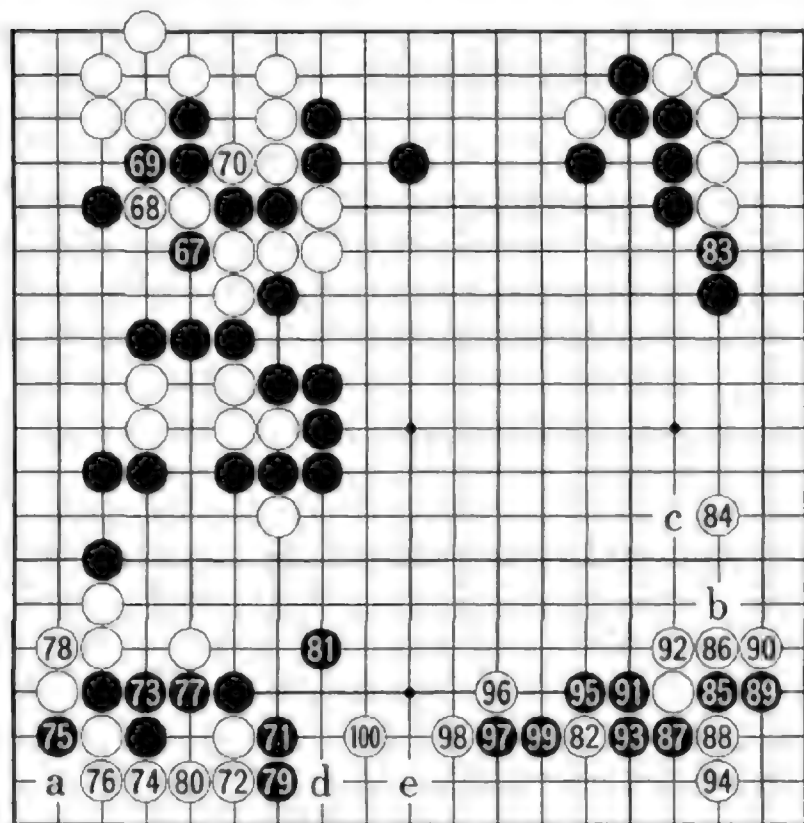
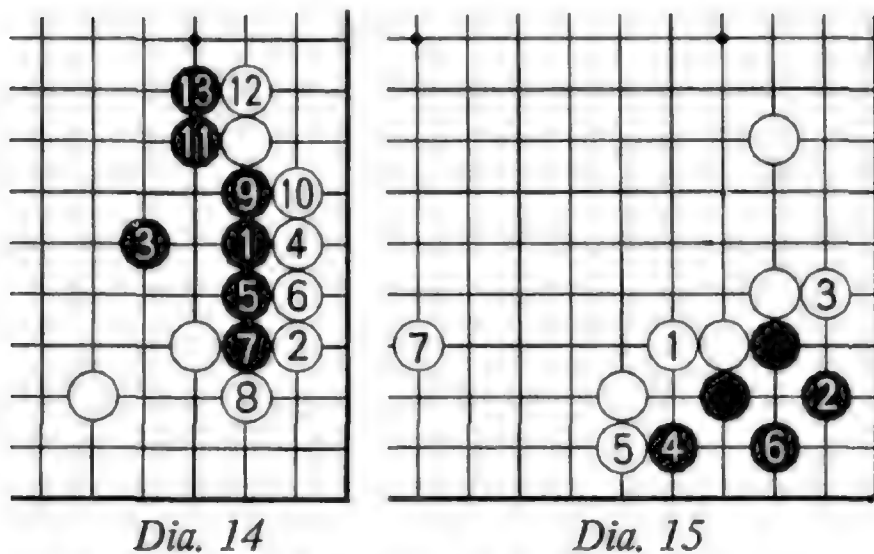


Figure 3 (67 – 100)



Dia. 14

Dia. 15

Figure 3 (67 – 100). *Love of territory*

Black 75. Necessary to make 79 sente – if omitted, White will make the diagonal connection at 'a' after 77.

Black 83. The honte (proper move), perhaps, but too slow, according to Kudo (the referee) and Shuko. Black should play at 'b'; if White 89, Black takes up position with 'c'.

White 84. One space too wide, according to both Ishida and Kato. They expected Rin to invade as in Dia. 14, but Rin hates to give the opponent territory, so he came in at 85. Cho of course suffers from the same temperamental failing, which is why he didn't follow the simple variation of Dia. 15 with 88. Ironically, the result to 94 makes 84 an excellent extension, so White is satisfied.

White 100 makes miai of living at the bottom with 'd', followed by 'e', and cutting at 2 in the next figure.

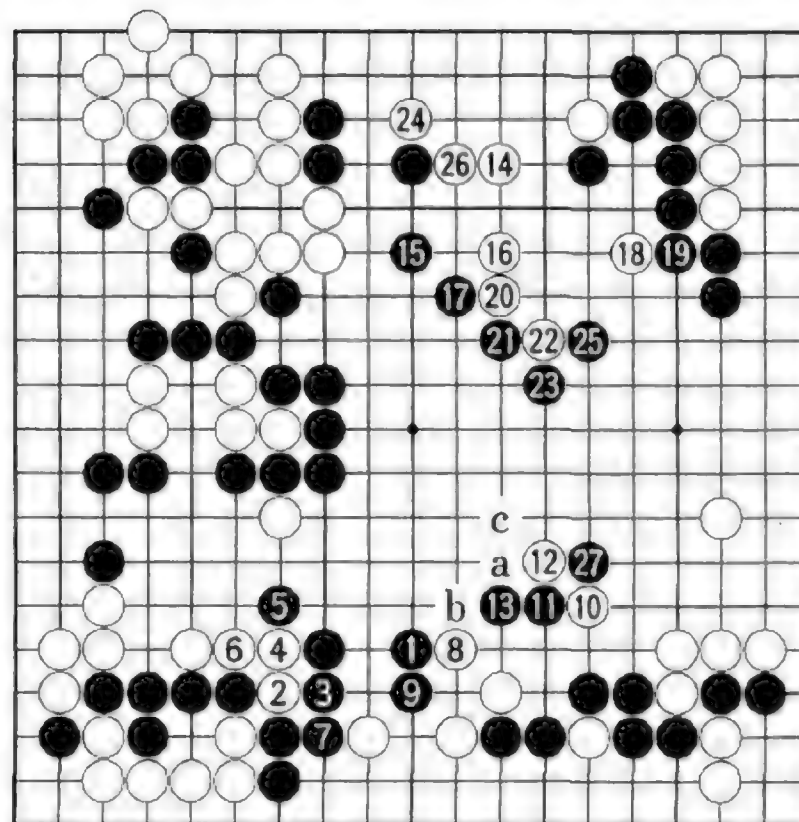


Figure 4 (101 – 127)

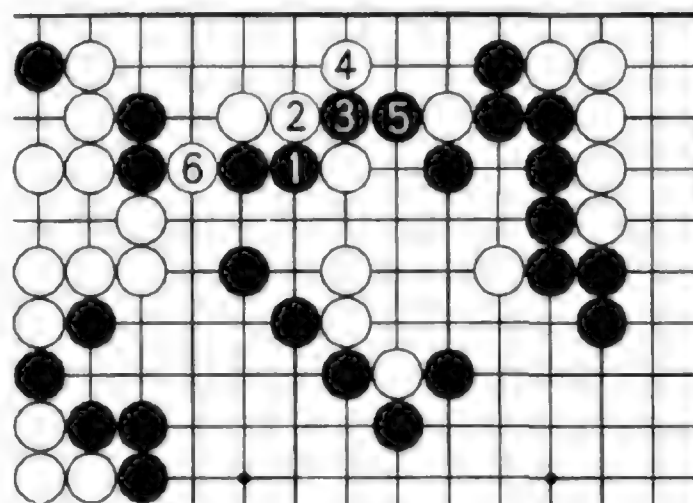
Figure 4 (101 – 127). *The losing move*

Black 1. Black goes for a trade.

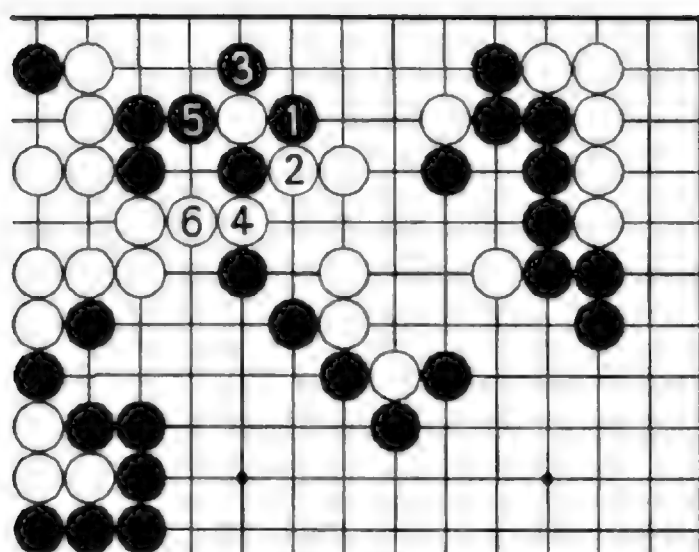
White 14. White should first force with 'a'; at this stage Black would have no choice but to answer at 'b'. If then White 14, White would have been ahead. Presumably Cho wanted to retain the option of forcing with 'c' instead of 'a', but this error of omission was one factor in losing him the game.

White 26 is the losing move: this was White's last chance to push at 'a'. White does not have to worry about Black's omitting 'b' and trying to kill the group at the top – see Dias. 16 and 17. When Black cuts at 27, White cannot try to save 12, but things would be different if he had played 'a' – see Dia. 18 (without the marked stones, Black just plays 5 at 'a'). This is a good example of professional reluctance to play a forcing move backfiring. Cho must have indulged in some bitter self-recriminations at this point.

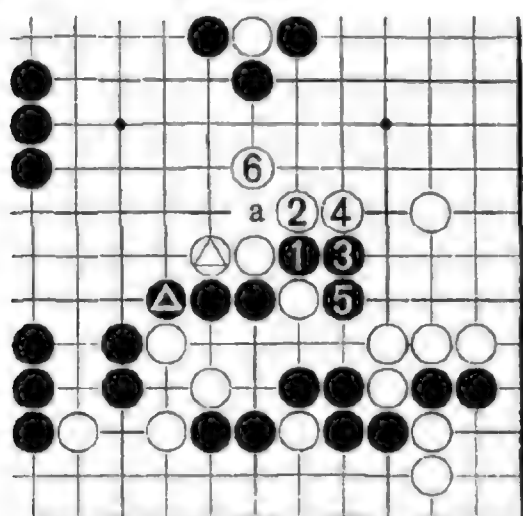
Black 27 is decisive. Rin does not let slip his chance to save the kadoban.



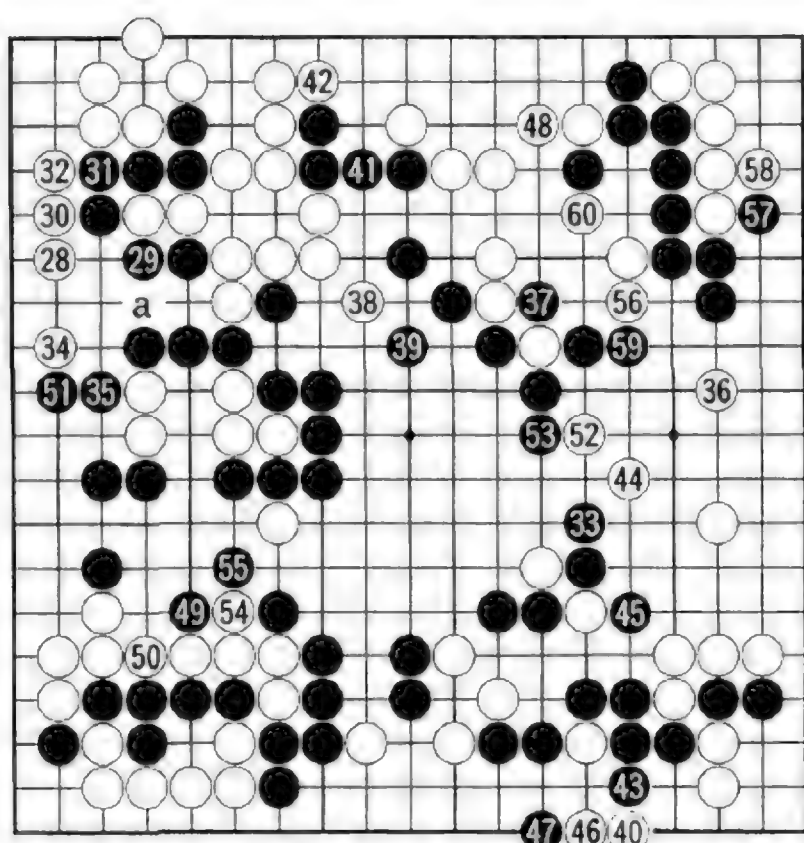
Dia. 16



Dia. 17



Dia. 18



Game Five

White: Rin Kaiho

Black: Cho Chikun

Played on 22, 23 February 1984 in Asahikawa City, Hokkaido. *Commentary by Rin Kaiho.*

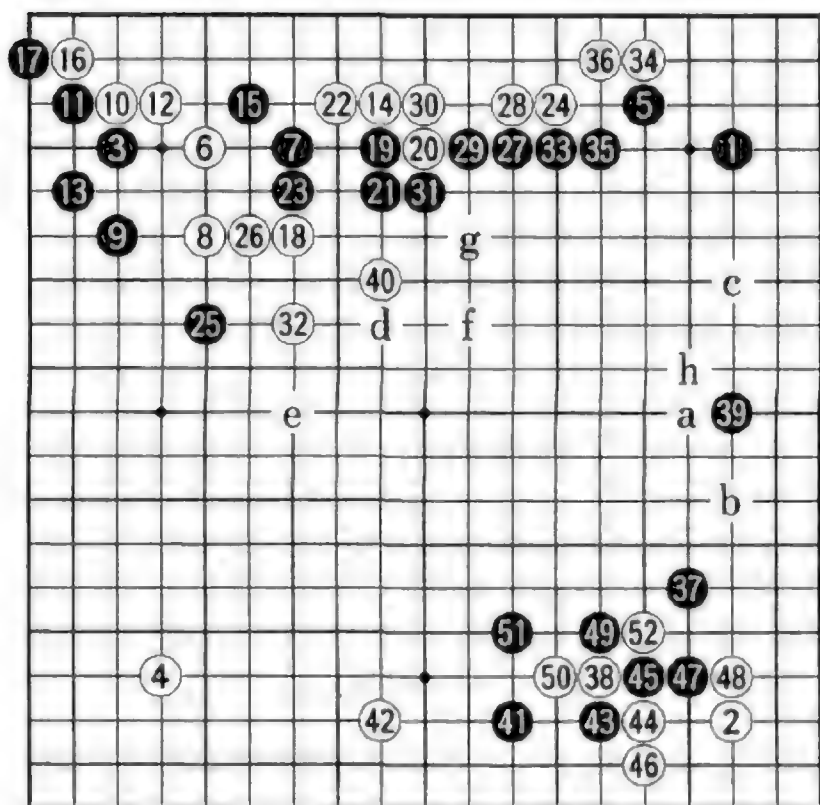
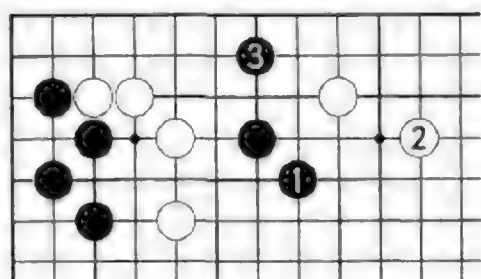


Figure 1 (1 - 52)



Dia. 1a

Figure 1 (1 - 52). Cho's moyo strategy

White 10. White usually jumps to 25 first.

Black 15. Black usually follows Dia. 1a.

White 24. White 25 would make solid shape on the left, but then Black 28 would be severe.

Black 37. Rin expected Black 'a', which he planned to answer at 'b'. He regretted not answering 37 with White 39; if then Black 44, White extends to 'c', erasing most of the influence of Black's moyo at the top. Black 39 makes Black's strategy with 37 a success.

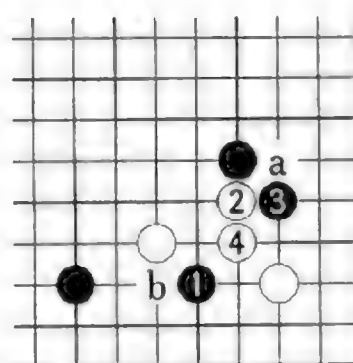
White 40. The vital point — the reinforcement becomes urgent after Black 39. Perhaps Black should have exchanged Black 'd' for White 'e' before playing 39.

White 42. The sealed move. Shuko advocated strengthening the centre further with 'f' and Rin later agreed with him. Considering that White 'g' next would be sente, White could make a deep invasion of the right side with 'h'.

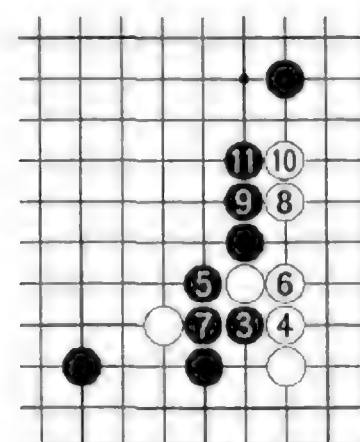
Black 43. A strong move. One's first instinct is



Sakai 9-dan, the referee, opens the sealed move (White 42).



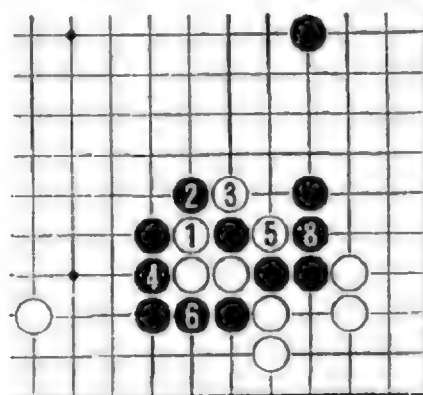
Dia. 1b



Dia. 2

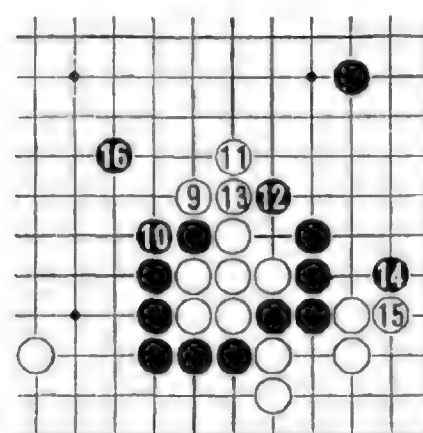
to invade at 1 in Dia. 1b, but White has a clever answer at 2. If Black 3, White 4 makes miai of 'a' and 'b'. That means that Black would have to play 3 in Dia. 2, but White would be satisfied with living in sente up to 10, as he could then switch to 'f' in the figure.

White 52. An interesting point. The worst move for White is to push up with 1 in Dia. 3. After Black squeezes with 2 to 6, White's floating group is driven out into the centre as in Dia. 4. Since he also has an eyeless group on the top left, this would clearly be bad for him.



Dia. 3

7: connects



Dia. 4

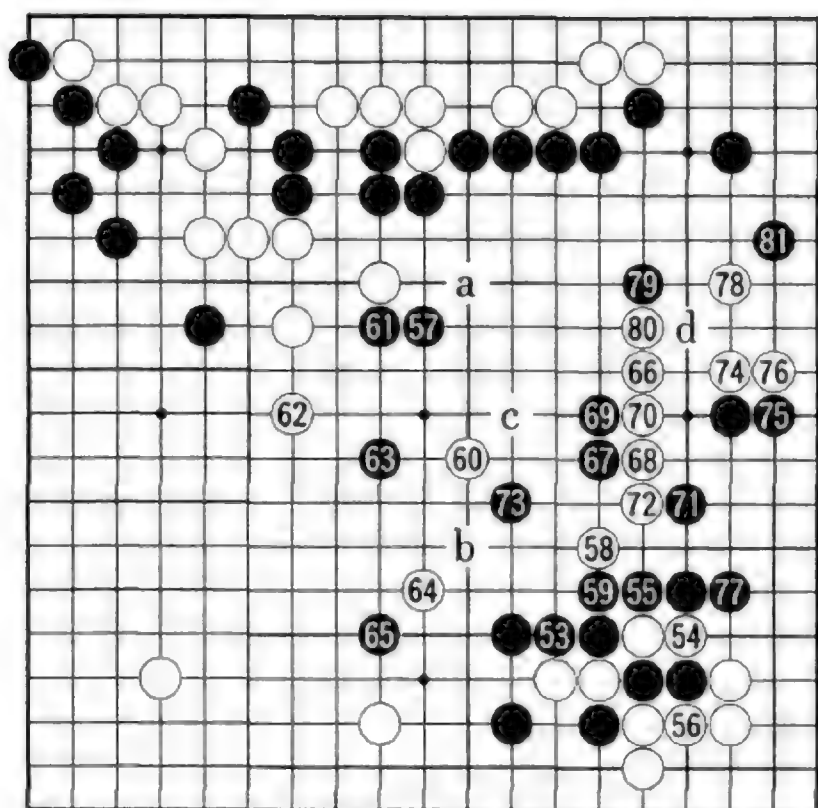
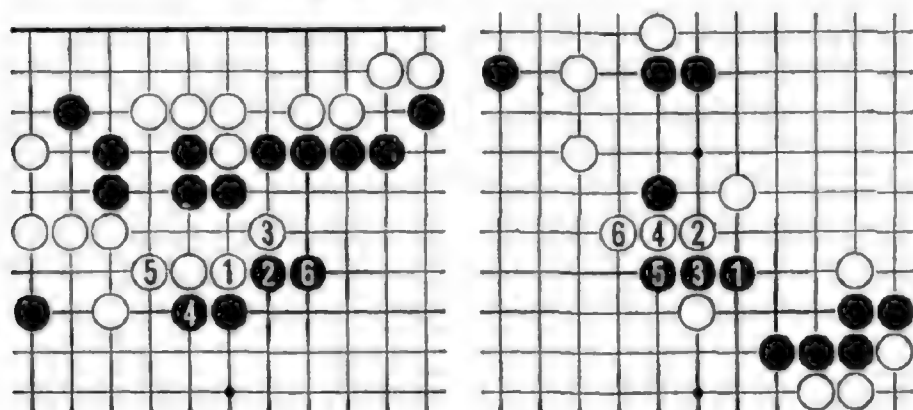


Figure 2 (53 - 81)



Dia. 5

Dia. 6

Figure 2 (53 - 81). A death-defying invasion

Black 53. Black decides to go for a large moyo with 55 and 57.

Black 57. Black 'a' instead would be slack. Dia. 5 shows that White cannot break through.

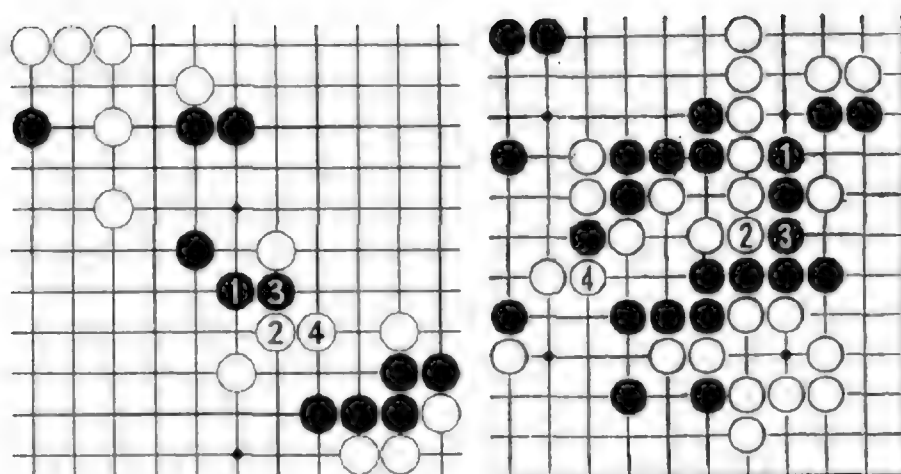
White 58. Jumping to 62 would be more solid, but then Black would complete his moyo with Black 60.

White 60. A move that defies analysis — the position is tough, White is low on time, he has to play aggressively.

White 64 combines well with 58 and 60. If Black now attacks at 1 in Dia. 6, White forces his way out with 2 to 6. If Black attacks at 1 in Dia. 7, White goes the other way with 2 and 4. Black prefers to attack the whole group with 65. An alternative is to compromise with Black 65 at 67, forcing White 'b', then defending with Black 'c'.

White responds defiantly by plunging further into the black moyo with 66. This fight is going to decide the game. Black promptly blocks his escape route to the centre and sets out to kill the white group.

Black 79. If Black peeps at 'd', White plans to seek sabaki by playing at 79.



Dia. 7

Dia. 8

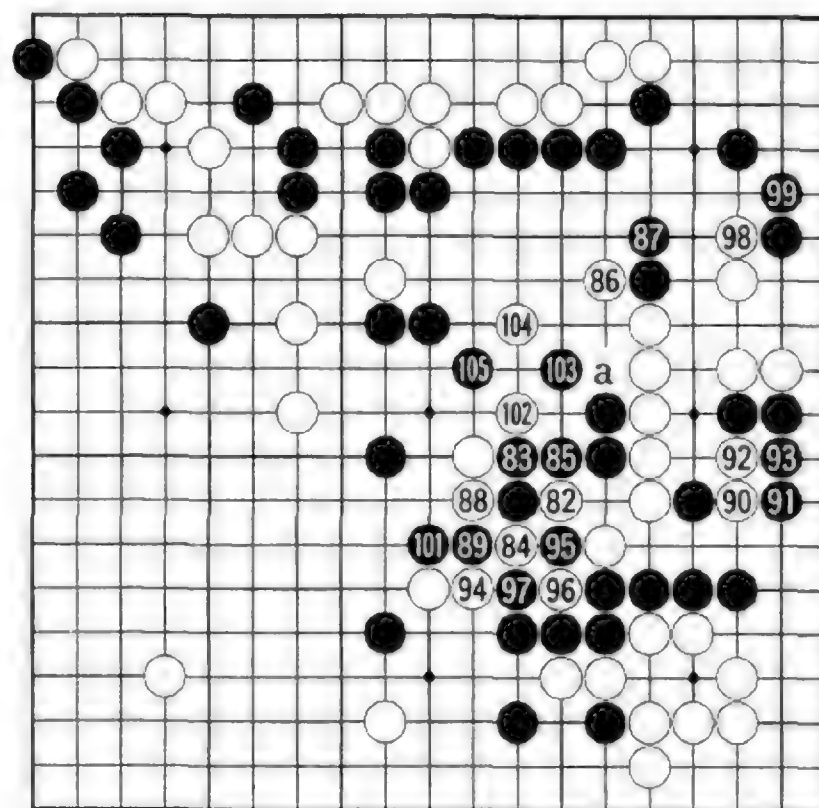


Figure 3 (82 - 105)

100: connects

Figure 3 (82 - 105). Life and death on a large scale

White 86. A move to gain time — Rin went into byo-yomi on 78. The funny thing was that, though he had plenty of time left, Cho played very quickly, as if to keep Rin company.

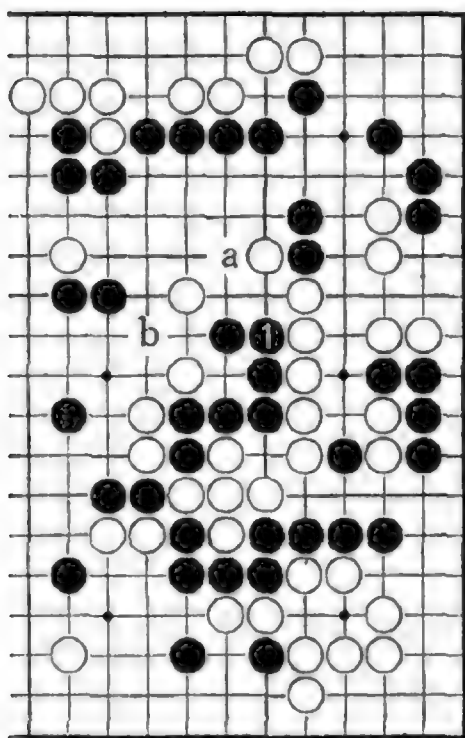
Black 91. If at 1 in Dia. 8, White escapes with 2 and 4.

White 102. A mistake which could have lost the game; it should be at 105 — the reason will be explained later.

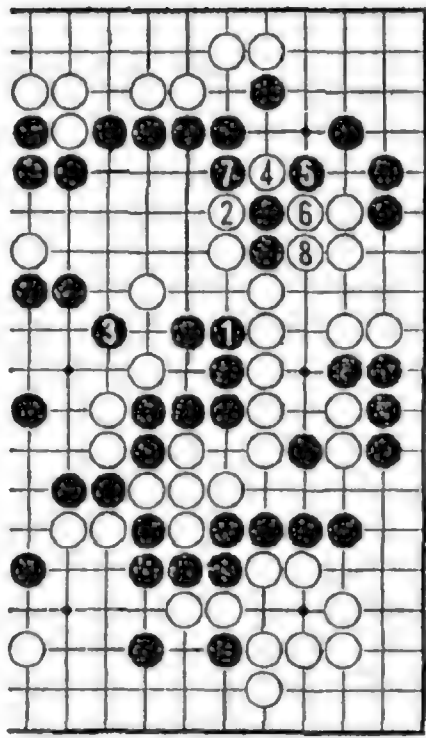
Black 105. The actual losing move: the game is over when White lives up to 10 in Figure 4 *in sente*. The reason why 5 is wrong takes a lot of explaining, however.

First, the correct move is Black 105 at 'a' — see Dia. 9.

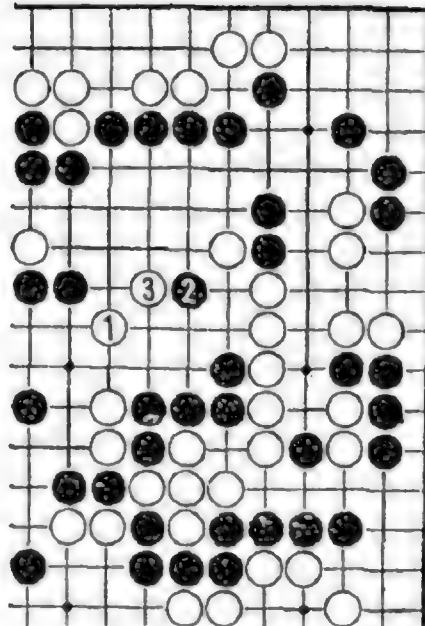
Dia. 9. Black 1 is the vital point: it makes miai of 'a' and 'b'. If White defends against 'a', by filling a liberty below 'a', for example, then he clearly has no answer to Black 'b'.



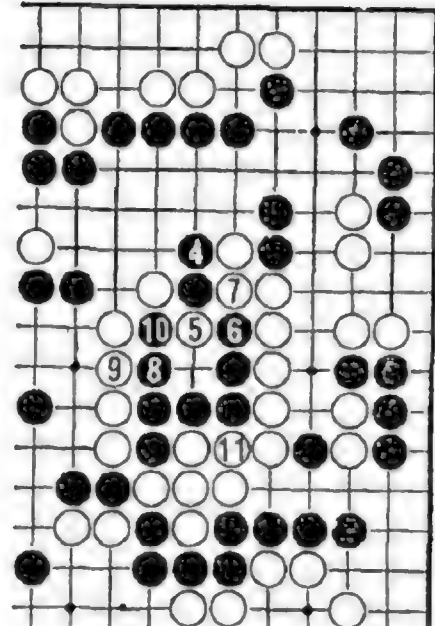
Dia. 9



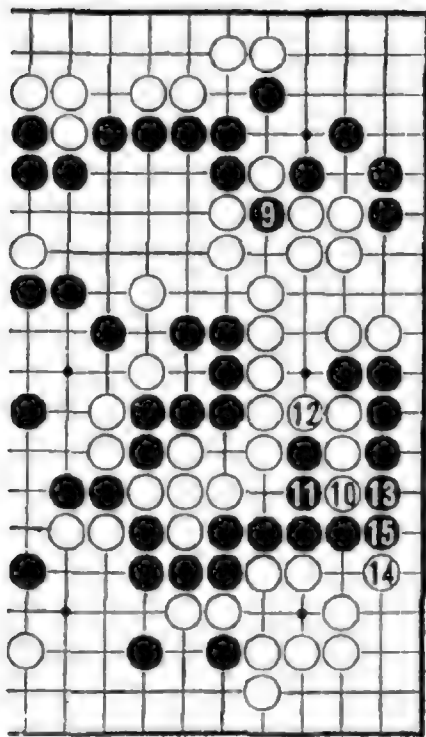
Dia. 10

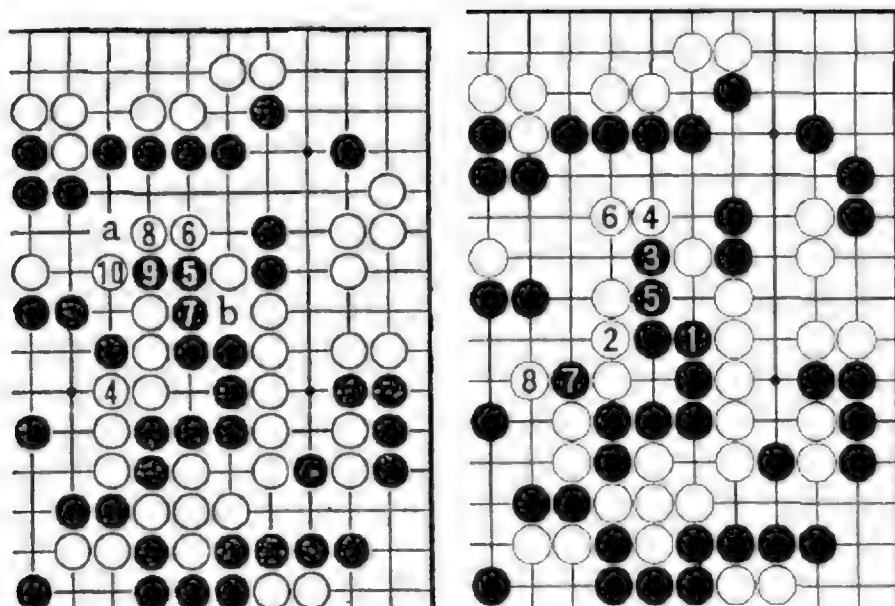


Dia. 13



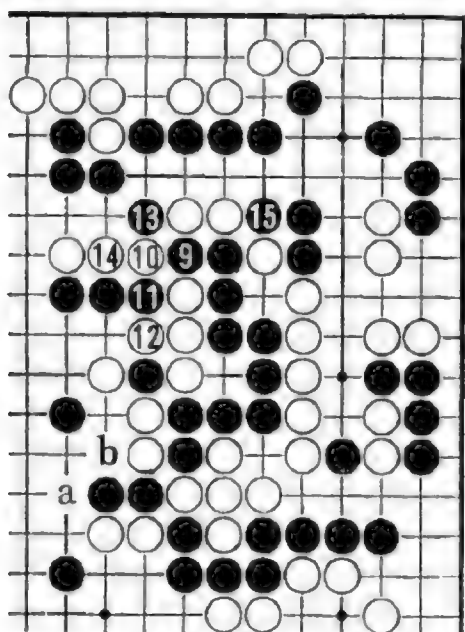
Dia. 14





Dia. 19

Dia. 20



Dia. 21

but he made a mistake in the timing. He had thought that he could play there after making the 1–2 exchange in Dia. 18 (previous page). That seems to make miai of ‘a’ and ‘b’, but he overlooked White’s clever hane at 6 in Dia. 19. If Black 7, White 8 is a good follow-up; if Black ‘a’ after 10, White ‘b’ finishes Black off.

If Black plays 3 in Dia. 18 first, White’s counter in Dia. 19 does not work. See Dia. 20.

Dia. 20. When White plays 6, Black cuts at 7. If White 8 –

Dia. 21. Black rescues his group with 9 to 15. White ‘a’ does not work: Black escapes with ‘b’, as the reader can confirm for himself.

The above diagrams cover the main variations for White 102 and Black 105. We hope that the analysis has not exhausted the reader, but the choice was between giving a complete commentary on these moves or none at all.

Figure 4 (106 – 168). *Everything lives.*

When Rin played 6, Cho woke up to his mistake, but it was too late. He had a go at capturing the white group on the left with 13 but with little expectation of success.

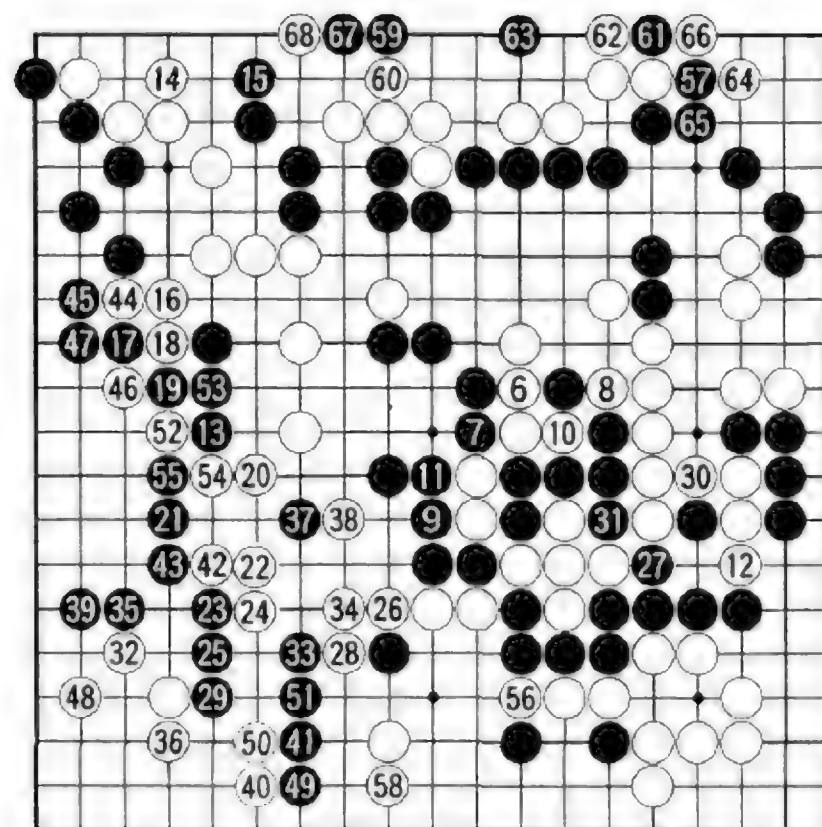
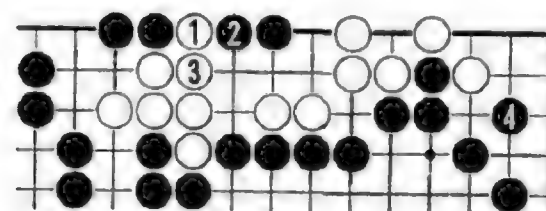
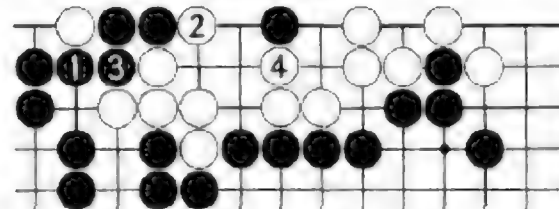


Figure 4 (106 – 168)



Dia. 22



Dia. 23

Black 59. Black does not expect to catch this group either.

White 68. If at 1 in Dia. 22, Black kills him with 2 and 4. If Black continues after 68, White lives as in Dia. 23.

Rin had saved another kadoban and now the series was beginning to look interesting. Rin: ‘At least I’ve made a real match of it.’ Cho: ‘When I scored three wins in a row I gave up hope.’

Black resigns after White 168.

Time taken. White: 8 hours 59 minutes

Black: 7 hours 9 minutes

Game Six

White: Cho Chikun

Black: Rin Kaiho

Played in Kanazawa City on 7, 8 March 1984.

Commentary by Yamabe Toshiro 9-dan.

Figure 1 (1 – 50). *A territorial game*

Black 15. A new move. Black 17 next is peaceful: Black 18 would lead to complications.

White 26. If at 30, White loses his eye-shape

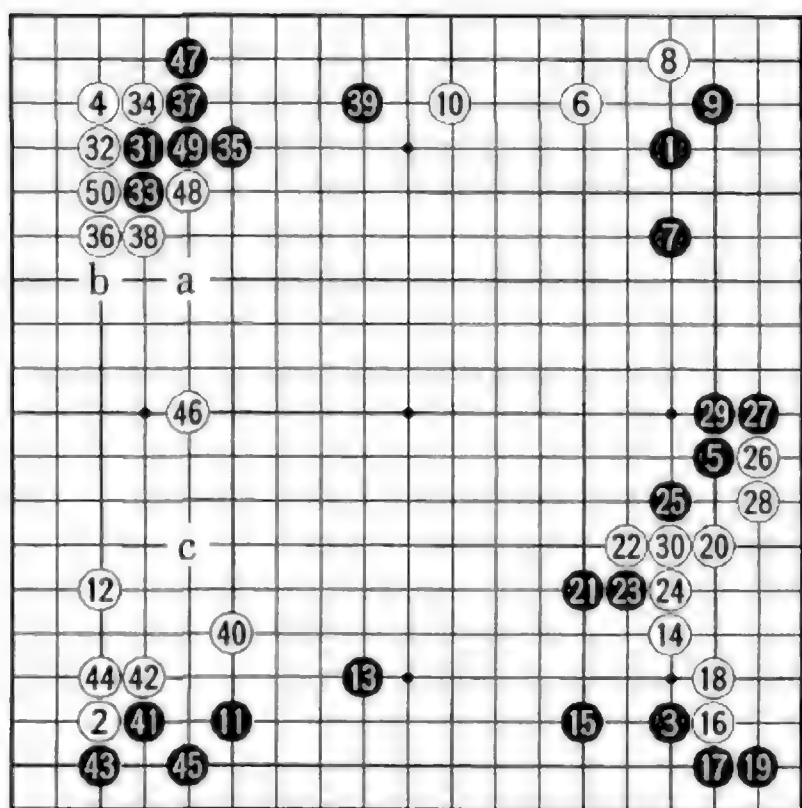


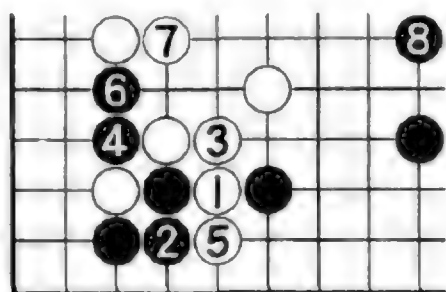
Figure 1 (1 - 50)

when Black plays 28.

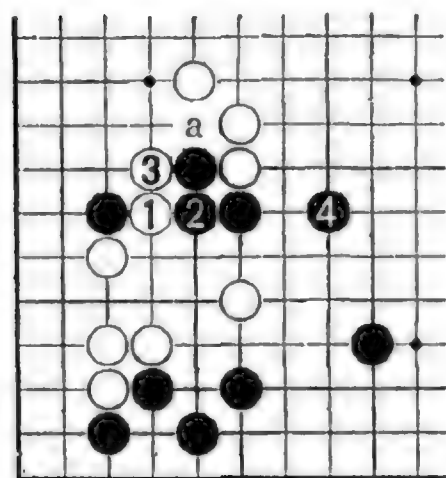
White 36. The sealed move.

Black 37 and 39 go for profit. In a TV report on the game, Takagawa commented that he would prefer to exchange Black 'a' for White 'b', then play Black 'c'.

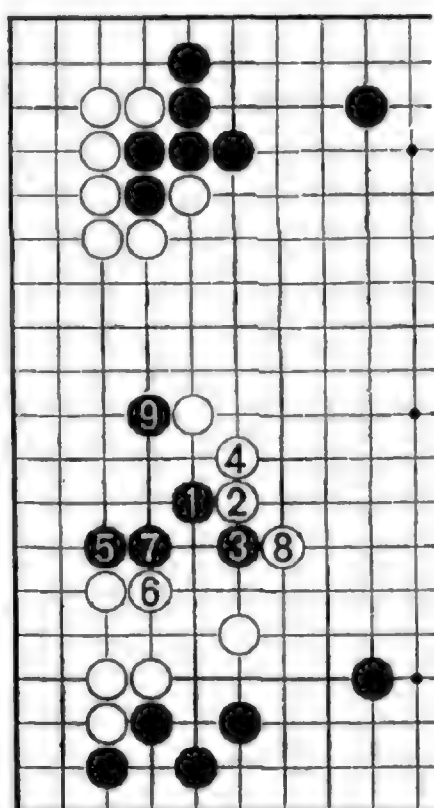
White builds up a large territory (about 50 points) on the left side with 40 to 46. For 44, giving atari at 1 in Dia. 1 would let Black take a large corner.



Dia. 1



Dia. 3



Dia. 2

Figure 2 (51 - 82). Mistakes in timing

Black 51. Shuko criticized the timing of this attack. He wanted to see Black invade the left side first with 1 in Dia. 2.

Dia. 2. If White attacks with 2 and 4, Black

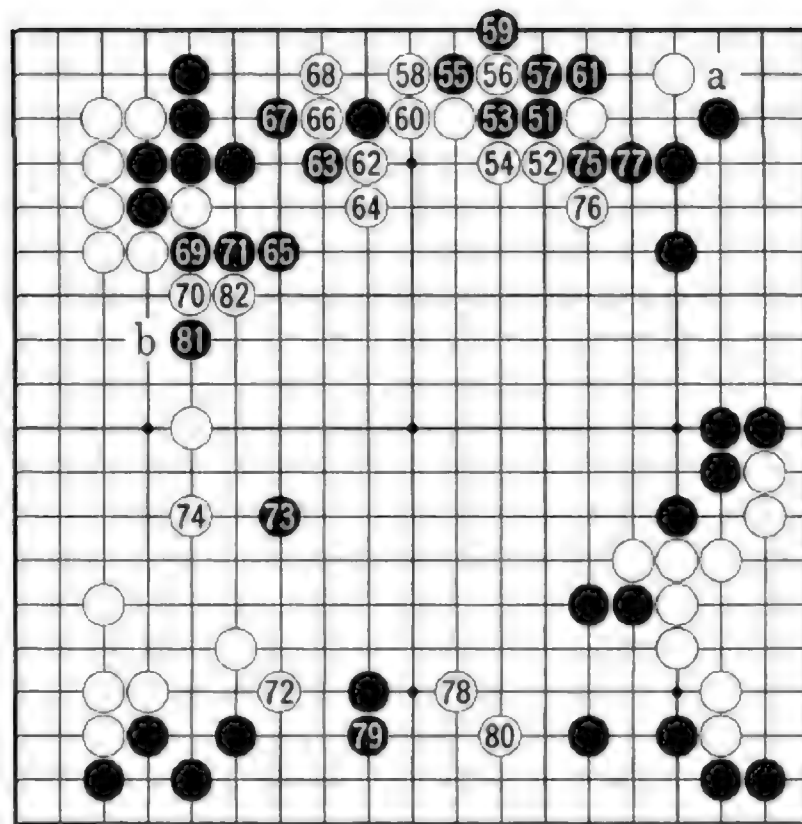
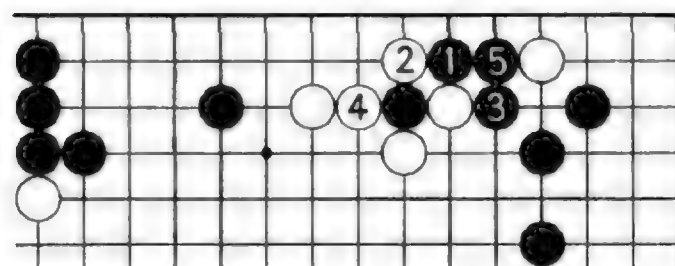
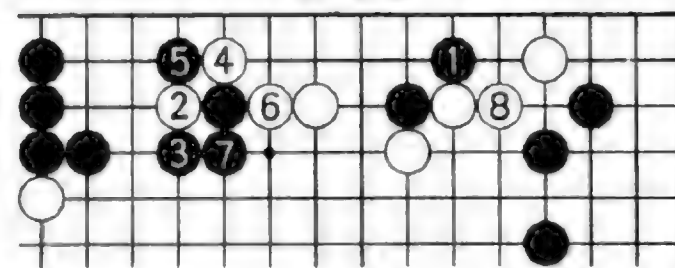


Figure 2 (51 - 82)



Dia. 4



Dia. 5

plunges in further with 5. If White 6, Black should have no trouble settling his group after 9. Instead of 6 -

Dia. 3. If White 1, Black 2 and 4 - White takes the side, but he needs an immediate reinforcement at 'a', so Black could then switch to 51 in the figure.

Black 53. Rin regretted not making the hane at 61 instead. If the sequence to 5 in Dia. 4 follows, Black gets a good result, but White might switch to 2 in Dia. 5. That would be troublesome. The continuation to 8 here, which is of course just one possibility, is not satisfactory for Black.

The result to 77 is unsatisfactory for Black. White seems to be a little in front.

Black 75. The biggest move. If omitted, White 'a' is a threat.

Black 81 is close to being the losing move. Rin was taken by surprise when Cho pushed up at 82, but Cho must have calculated that he would fall behind if he gave way at 'b'.

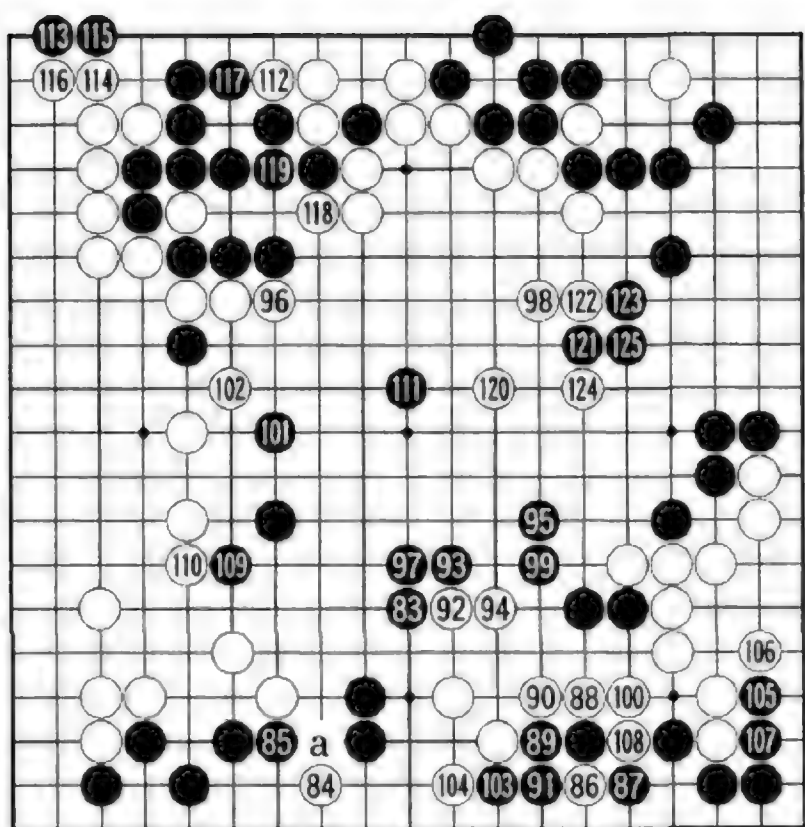
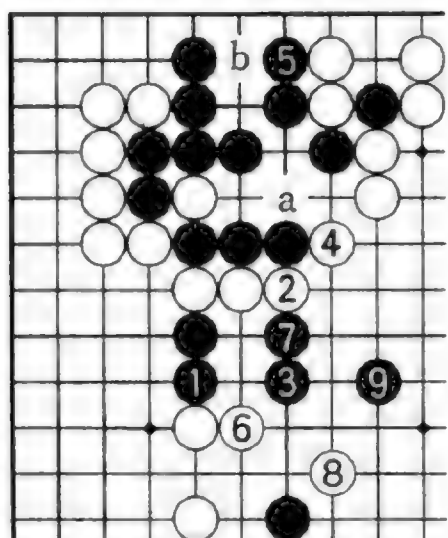
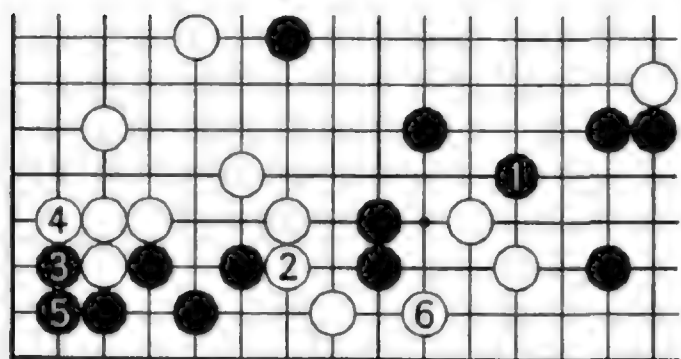


Figure 3 (83 - 125)



Dia. 6



Dia. 7

Figure 3 (83 - 125). All over?

Black 83. Rin did not like the fight that develops if he plays at 1 in Dia. 6. White 4 is sente, threatening White 'a', then White 'b'. White then chases Black out into the centre with 6 and 8.

White 84 was a very sharp move and Rin went wrong in replying to it. He later called 85 the losing move. Instead, he wished that he had pressed down on the white stones to the right with 1 in Dia. 7. This way Black would still be behind, but the game would be much closer.

Cho went into byo-yomi on 86, but he had no trouble living at the bottom. He then reinforced

at 96, destroying just about all the aji of the black stone nearby. Black was also burdened by the aji of White 'a', so the position looked very tough for him. Shuko commented that the game was over after White 98. (Note that 97 can hardly be omitted, in view of all the defects in Black's position.)

Black 111. Black's only hope is to take a large centre.

Black 113. Rin also went into byo-yomi.

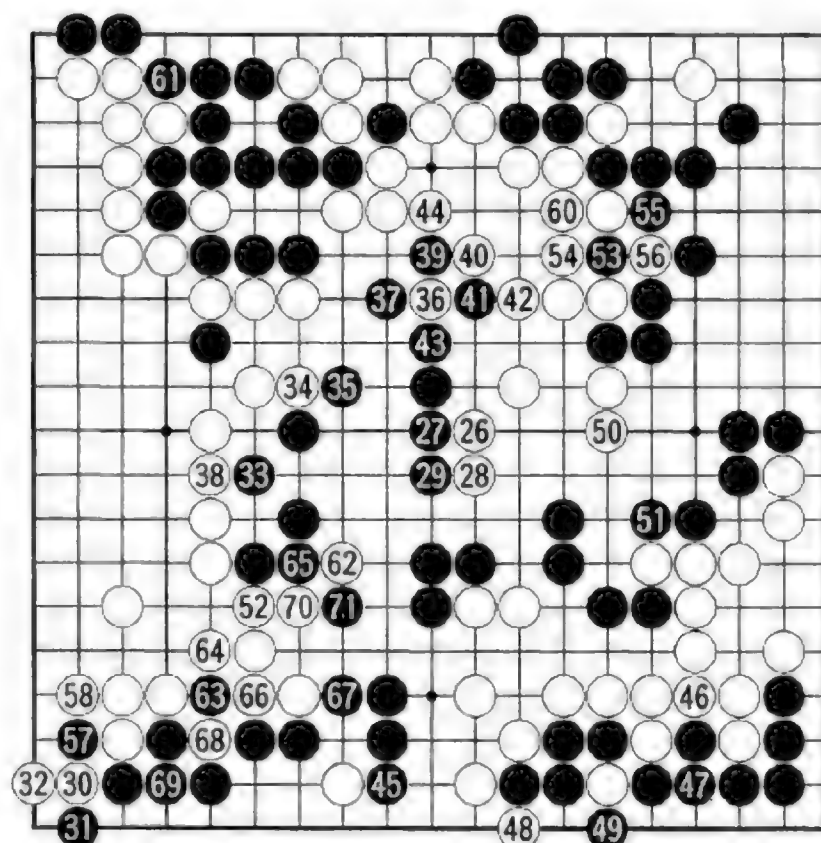
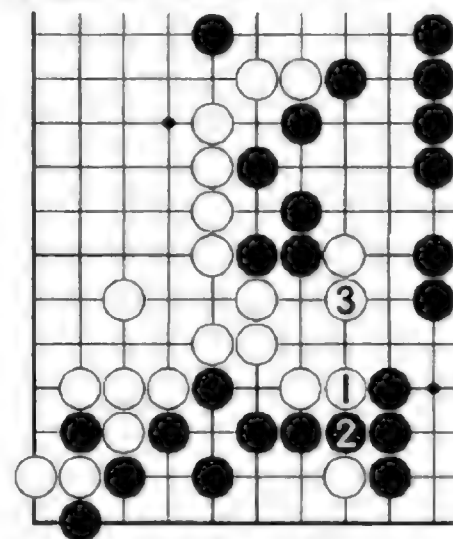


Figure 4 (126 - 171) 59: ko



Dia. 8

Figure 4 (126 - 171). Cho's blunder

After playing 66, Cho suddenly struck himself on the forehead, moaning, 'Oh, no! You've done it again!' His distress was understandable, for 66 was a stupid blunder which let Black cut off his centre stone at 62. Cho had hallucinated that 66 would be sente. Letting slip the simple sequence in Dia. 8 caused Cho a loss of three points — big enough to put his lead in jeopardy.

Figure 5 (172 - 225). By the skin of his teeth

White 92 shows that Cho was still upset by his blunder. White loses a point by not playing 106,

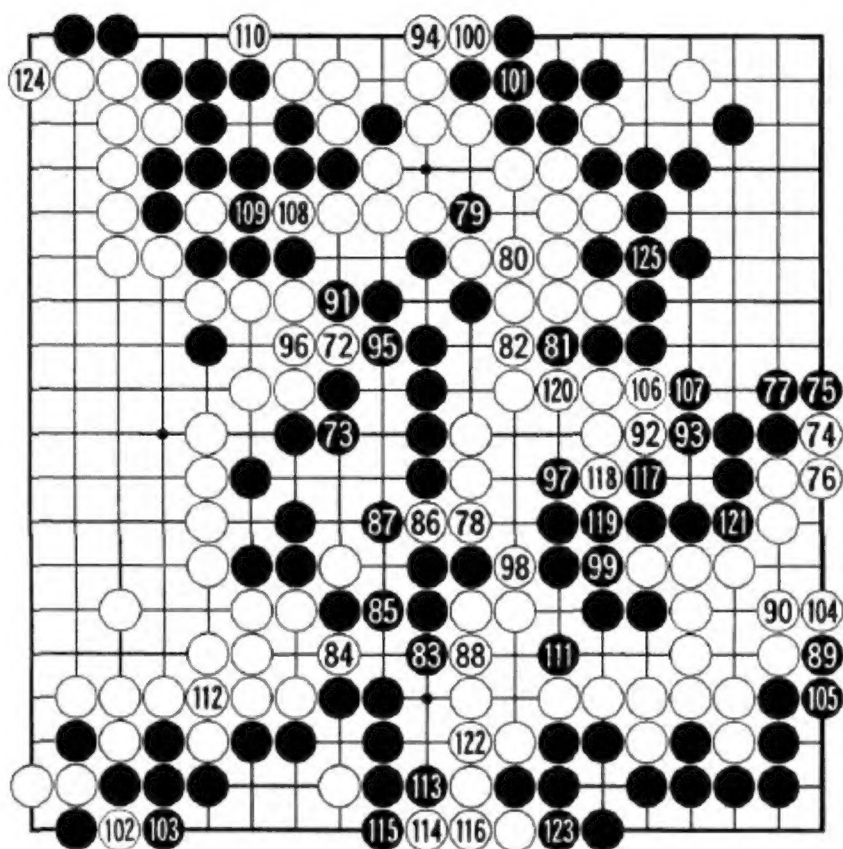


Figure 5 (172 – 225)

Black 107, White 93.

Rin looked full of confidence as the last yose moves were played. When the territories were counted and White found to be half a point ahead after the komi was deducted from Black, he let out a cry. 'What! Doesn't Black win by half a point?' And he began feeling under the go board and under his cushion for a stray captured stone.

The referee, Fujisawa Shuko, the Yomiuri commentator, Yamabe, and Cho all said that they had calculated it as a half point for White, so Rin took the game record and retraced his steps through the game. There was a rather oppressive silence for about ten minutes, as the assembled reporters and cameramen waited in suspense.

Finally Rin tracked down the source of his miscount: he had counted the white stone he captured in the ko around 125 but had forgotten to count the stone that White captured. This kind of flap at the end of a professional game is most unusual.

Cho Chikun related that he had thought of resigning when he slipped up with 166. It was only after he had calmed down and redone his calculations that he realized that he still had a narrow lead, though he was disturbed by the confident look on his opponent's face throughout the yose. For his part, Rin said that he was misled by the bitterness of Cho's self-recriminations. In a sense, Rin started and ended the series by misguidedly trusting his opponent.

Poor Rin had now failed in his third attempt to take the Kisei title and if he can't do it, one has to wonder who else is man enough to take it away from Cho. The latter has now won the Kisei twice in a row and the Meijin four times in a row and he seems to be getting stronger all the time. Cho's predecessors have generally only held up to the stress and strain of defending the top titles for a half decade or so. But Cho is in his prime and it doesn't look as if he is going to take much notice of such precedents.

White wins by ½ point.

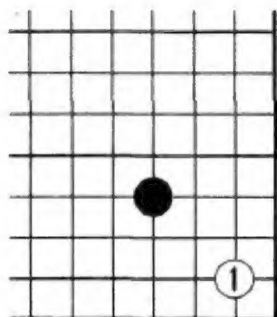
Time taken. White: 8 hours 59 minutes

Black: 8 hours 59 minutes

(Apart from Game 5, which was taken from 'Igo', all commentaries were taken from the Yomiuri. Kisei report translated by John Power.)

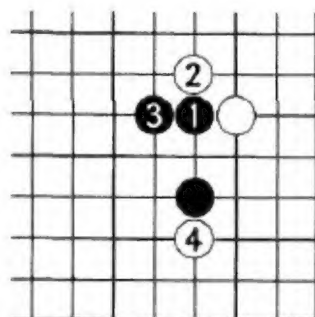
Three Trick Moves

Abe 8-dan



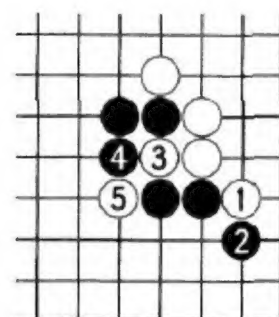
1. Black to play

White 1 is not a mistake for a 3-3 invasion. This move can be quite a shock when you see it the first time. How should Black counter?



2. Black to play

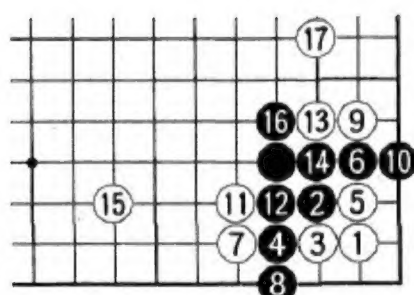
White 4 diverges from the standard tsukenobi (attach-and-extend) joseki. What is White's aim and how should Black frustrate it?



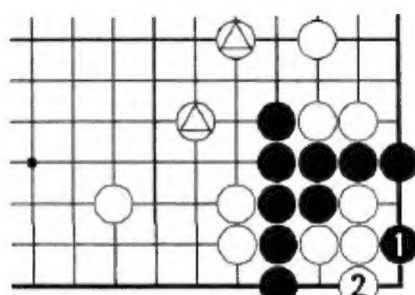
3. Black to play

This is another non-standard variation of the tsukenobi joseki. White's play looks unreasonable, but Black can't afford to be complacent.

Three Trick Moves: Answers



Dia. 1: wrong

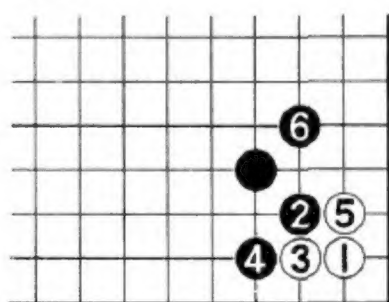


Dia. 2: dead

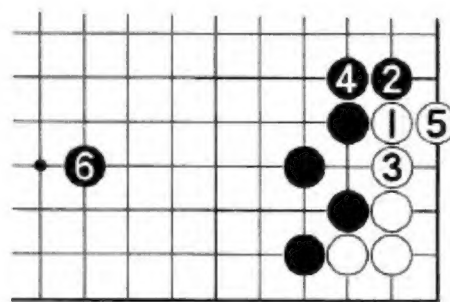
Answer to Problem 1

Dia. 1. This is what White is hoping for. White uses his three stones in the corner as a sacrifice to give him forcing moves on the outside.

Dia. 2. If White is able to wall off the centre in the course of the game, for example, playing the marked stones, he might even be able to kill Black, for the latter gets only one eye in the corner.



Dia. 3: correct

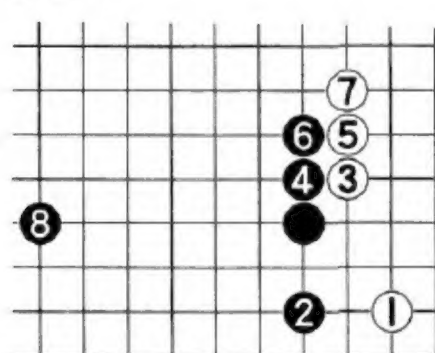


Dia. 4

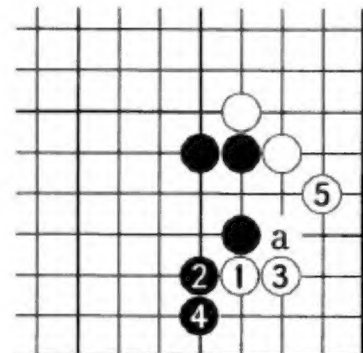
Dia. 3. The correct approach is not to try to capture White, but to answer 5 at 6. White will now feel stupid, for –

Dia. 4. He has to struggle along the second line to secure life in gote. Black's thickness gives him an overwhelmingly favourable result.

Dia. 5. Black 2 is not actually bad, but it is a little slack. Black's result is much inferior to Dia. 4



Dia. 5: slack



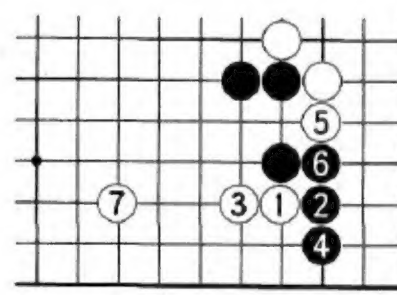
Dia. 1: wrong

Answer to Problem 2

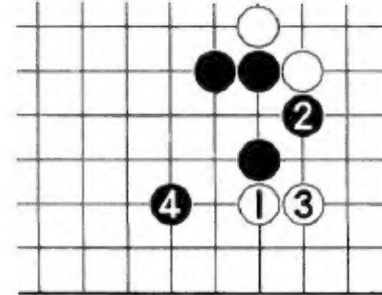
Dia. 1. One's natural impulse is to block at 2, but this falls into the trap. White will be very satisfied with the result to 5. Black 4 at 'a' is no good because of White 4.

Dia. 2. Blocking on the other side is no better. Black 4 is the key point in the corner, but White forces with 5 and gets a good result on both sides.

Dia. 3. Black should ignore 1 and block at 2. If White 3, Black drops back one space and attacks



Dia. 2: wrong

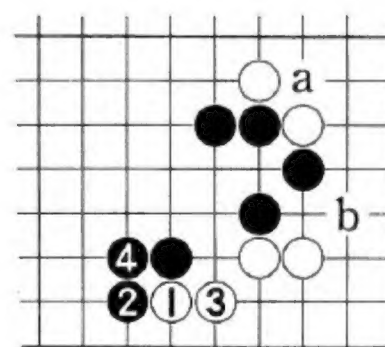


Dia. 3: strongest

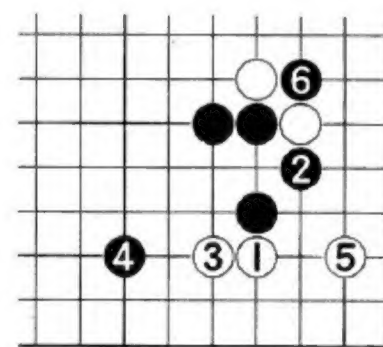
at 4. This is the strongest counter for Black.

Dia. 4. White barely manages to live but at the cost of giving Black superb thickness. If next White 'a', Black forces with 'b', then attacks the three stones.

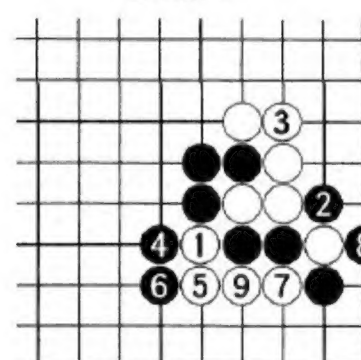
Dia. 5. If White 3 here, Black attacks at 4. The result to 6 is excellent for Black.



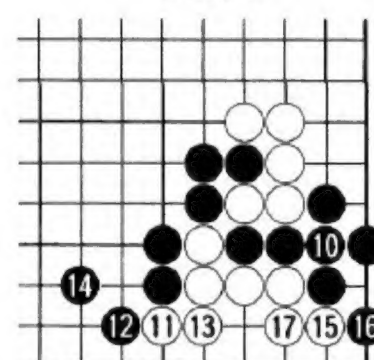
Dia. 4



Dia. 5



Dia. 1: tricked



Dia. 2: captured

Answer to Problem 3

Dia. 1. Cutting at 2 falls into the trap. After 4 to 8 –

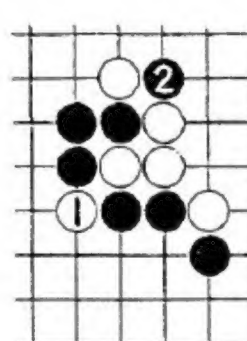
Dia. 2. The continuation is forced and Black collapses.

Dia. 3. The key is to counter with a cut at 2.

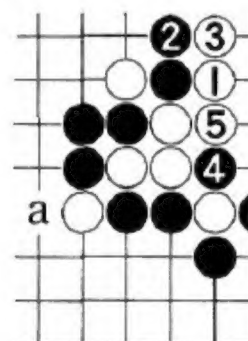
Dia. 4. If White 1, the result to 6, with Black 'a' to come, is terrible for White.

Dia. 5. And so is the result here, but if White switches 3 to 4, he collapses after Black 'a'.

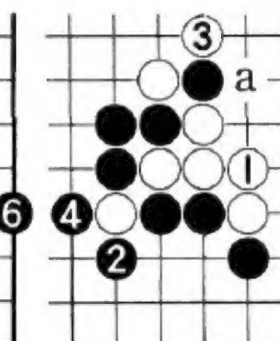
(*'Let's Go'*, January 1984)



Dia. 3: correct



Dia. 4



Dia. 5

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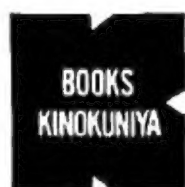
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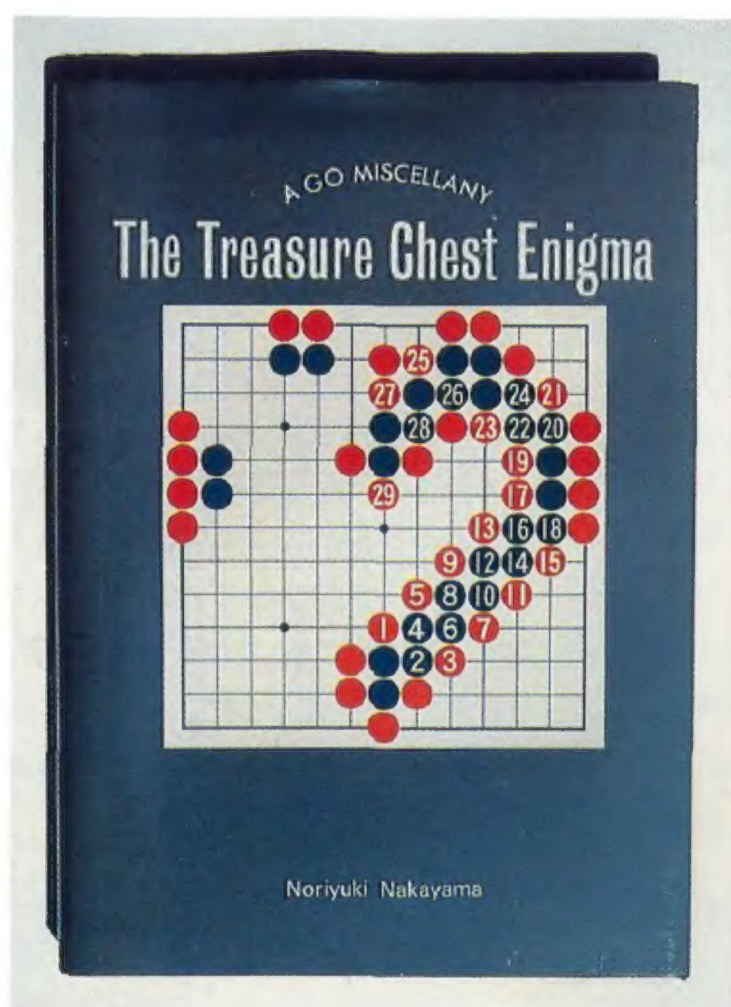
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The first collection of essays on go in English



**The Treasure Chest Enigma
A Go Miscellany
by Noriyuki Nakayama**

This book gives you a glimpse into the world of professional go from the inside. The author is a 5-dan professional who has an intimate knowledge of go history and who has acted as game recorder for a number of famous matches. In seven fascinating essays he shares with the reader the kind of episodes from go history that don't make it into the magazine commentaries. The essays include:

“The Treasure Chest Enigma”: a life-and-death problem that baffled professionals but was solved by a 9-kyu amateur.

“The Clam Shells are Heavy”: in a full day's play in a game between Hashimoto Shoji and Kajiwara only nine moves were played. Nakayama recreates that day for us.

“The Art of Resigning”: amateurs have a tendency to wait too long before resigning; some professionals go to the other extreme. The author claims that the timing of a resignation is an art in itself and illustrates his argument with anecdotes from go history.

Part One of *The Treasure Chest Enigma* includes the three essays described above and four others.

Part Two gives three game commentaries, including the strangest game the author has ever played, “the ladder mimic game”.

Part Three gives 20 whole-board problems, including problems spelling out words such as “Europe” and “U.S.A.” on the board and one which is composed of a map of Japan. The book concludes with a famous 17th-century problem in which Black captures 72 white stones without being able to live.

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